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# POPULAR Computing WEEKLY

40p

21-27 June 1984 Vol 3 No 25

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Brickie on  
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see page 10  
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## News Desk

### Thorn EMI imports from States

THORN EMI's software distribution division has begun a campaign to import American software into the UK.

It has already gained the marketing rights to Californian company HesWare's games, bringing them to Britain for the first time, and it is strongly rumoured that another Californian-based house Electronic Arts is also taking part in negotiations with Thorn EMI.

"Sixteen HesWare games will be released from Thorn EMI shortly," said Thorn's Glen McAllister. "They will include not only games but also educational programs."

"We hope to be marketing over thirty programs of HesWare's range — the next batch will be released in a couple of months."

Not included in the deal are Jeff Minter's games which HesWare market in the US. "The idea is to bring over games which have previously only been available in the States."

However, one of the first Thorn EMI releases is *Minnesota Fats' Pool Challenge*, which is actually a renamed version of *Hustler* by Bubble

continued on page 5 ▶

### From your TV to your micro

NOW, after 'computer game of the movie', comes 'computer game of the tv show'.

Twentieth Century Fox are selling the computer game rights of two successful series to software houses.

*Automan* (currently showing on Saturday, 5.05, BBC 1) will be converted into a game by Bug Byte, while the rights to the ITV series *The Fall Guy* have been sold to a new British software company.

"The deal for *Automan* gives Bug Byte the rights to sell the game in the UK, Europe and other English speaking coun-

tries apart from the US and Canada," said Maggie Corke Twentieth Century Fox's international sales co-ordinator.

"We have to make sure that the finished game shows *Automan* in his true light, but the type of game Bug Byte produces however, is entirely up to the company."

*Automan* is a holographic *Tron*-like character who can walk through walls and become invisible. Created by a computer programmer in the tv series, he is an ideal candidate for a computer game.

continued on page 5



Chuck Wagner as Automan in the tv series of the same name

## ○○○○○○○○○○ This Week ○○○○○○○○○○

- **CES Show report** David Kelly surveys the American software scene in the second part of his report. See page 12.
- **The QL Page** Malcolm Davison winds up his review of the Psion packages with a look at Archive, the database program on page 23.
- **Spectrum** Alan Went helps you keep track of your bills with a program on page 20.
- **New Releases** Includes Sabre Wulf from Ultimate and World Cup from Artic. Page 56.



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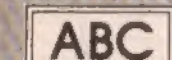
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### How to submit articles

Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

### Accuracy

*Popular Computing Weekly* cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

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## Editorial

By using Microdrives in the QL Sinclair is taking a risk that the machine may never receive proper software support.

Anyone who writes a brilliant program for the QL cannot simply trot off to the nearest duplication plant, run off a few thousand copies and start selling them because Sinclair keeps sole control of Microdrive manufacture and duplication to itself.

The result is as one would expect. So far there are four programs for the QL — the same four as there were at the start. And it is difficult to see how, even with the most ambitious publishing programme, Sinclair alone can provide the depth of software support that will make the QL a success.

The Sinclair name will no doubt help in the UK but in the US the going will be a lot tougher. What American software house is going to put itself out and start negotiating with Sinclair for supplies of Microdrive cartridges when instead it could be writing for the Apple, Commodore or IBM machines — all of which are already established?

All of which is a great pity. If the QL had a single 3 inch Hitachi or 3½ inch Sony disc drive in place of the twin microdrives then the situation would be different. With a Sony drive the QL could even have been compatible to a limited extent with the Apple and Macintosh.

But that would not be in the proper order of things. Sinclair unswervingly pursues its own idiosyncratic path. As a Sinclair spokesman commented last week: "It is not our policy to seek compatibility with other machines."

Sinclair is surely making a mistake. For the US the QL must have a built-in disc drive.

In the UK Sinclair must dramatically lower the cost of blank Microdrive cartridges and quickly open up avenues for their duplication.

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## Thorn EMI

continued from page 1

Bus, who licensed the game to HesWare to be marketed in the US. Yet *Hustler* will continue to be available in this country through Bubble Bus.

"That is the only one of the games that has been released in this country before," explained Thorn EMI's Lee Richards. "It was included in the deal because we thought it was a particularly good game."

The 16 Hes games are all available on either the Vic 20 and Commodore 64, and conversions for other machines are expected soon. All but two of the programs are produced on Turbo Tape cassettes. Turbo Tapes speed up loading considerably, so that many of the programs can be loaded in around a minute.

## TV games

continued from page 1

bought the rights to *The Fall Guy*, which stars Lee Majors, is being set up by Steve and Richard Wilcox. The company is as yet untitled; a competition to select its name will shortly be run in the magazine *Computer and Video Games*.

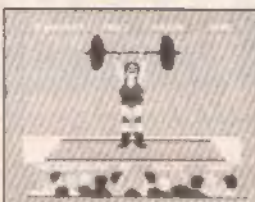
As with *Automan*, Twentieth Century Fox reserve the right to view the game's artwork and ensure the game is presented in an authentic manner.

"We're planning to concentrate on licensed titles for our games," said Steve Wilcox, "and we are working on others, all US TV series at the moment, which we want to bring out before the end of the year."

"*The Fall Guy* will be an arcade-style adventure for the Spectrum. We have the rights to the title in the UK and Europe, but not the States, where the title is owned by another company."

Spinning-off video games from TV series and films is becoming a fashionable pastime. In the US Datasoft has licensed the *Dallas* characters and Atari has recently announced its video game based in the new Spielberg produced film *Gremlins*. Parkers has recently announced *007 James Bond*, based on the successful film series.

The HesWare titles will be pricey. The cassettes range



Recent HesWare release *Hes Games*

from £9.95 to £14.95 and disc or cartridge versions will be available for some of the programs with prices starting at around £23.00.

## Micro use will foil the burglars

COMMODORE 64 and Vic 20 owners can now use their computers to stop their homes being burgled.

Micro Security has produced the Sentinel Home Security system which can connect the computers to standard burglar alarm equipment.

"The system uses an I/O interface unit which connects into the Commodore's user port," said Steve Coaker, Micro Security's managing director.

"The computer takes the place of the control panel in an ordinary burglar alarm, but it has the advantage of being able to program the system to do a variety of things, such as delaying the time between a break-in being detected and the alarm sounding, setting an automatic cut-off time for the

## QL interest at Earl's Court

LARGE crowds turned up for the Earl's Court Computer Fair last weekend.

The Sinclair stand dominated the show and the QL's on display attracted much interest. The machines appeared without their external Eprom boards and Sinclair is claiming now to be sending out machines to customers in this form.

After Dragon's announcement that it has called in the receiver it was surprising to see the company out in force. Dragon's big stand was rumoured to have been paid for by GEC

## The receiver steps in

CARNELL Software has called in the receiver.

The company, set up by Roy Carnell and Stuart Galloway three years ago, has produced acclaimed adventures such as *Black Crystal* and most recently, *Wrath of Magra*.

"We were having problems earlier this year," said Roy Carnell, "but hoped that sales of *Wrath of Magra* would keep us going. Unfortunately we were forced to call in the receiver."

However, the outlook for Carnell's games is hopeful.

"We're currently negotiating with several companies who have shown an interest in taking on our titles," Roy continued. "I am hoping that within

alarm, or simply programming the length of time the alarm sounds for."

The interface unit has two input channels which connect to the intruder detection devices — magnetic reed contact switches on doors and windows, pressure mats and vibration detectors.

It also has six output channels which can be used to control light switches and appliances to make it look as though the house is occupied.

The complete kit including the interface, software on tape or disc, the alarm bells and magnetic reed contacts, costs £104. A pack containing just the interface and software costs £62.45. Both options are available by mail-order only from Micro Security, PO Box 18, Havant, Hants.

so the Dragon may yet overcome its latest crisis.

Commodore showed its Plus/4 and C16 machines. The Vic 20 machines on the Commodore stand were outnumbered 15 to 1 by C64s.

Acorn launched its expansion unit for the Electron — the Plus 1. For £59.90 the add-on gives the Electron Centronics printer and joystick interfaces and twin Rom cartridge slots.

On the software side there was little of interest. The one exception was Psion's *Match Point* tennis game for the Spectrum.



Stuart Galloway (top) and Roy Carnell

the next two weeks an arrangement will have been made to keep the games going."

## New tape drive storage system

A NEW fast low cost tape drive storage system is soon to be launched for the Commodore 64 and Spectrum micros, with the latter device a direct competitor for the ZX Microdrive.

The system — the Wafadrive — is being manufactured in the US by Astec, a division of BSR, and will be distributed in the UK by Rotronics in High Wycombe.

The UK version of Wafadrive will be a twin tape drive unit each with a maximum storage capacity of 128K. The individual drive units are larger and more robust than their Sinclair counterpart. The tape cartridges themselves will be available in three sizes, 128K, 64K and 16K, priced at £3.95, £3.65 and £3.45 respectively. The Wafadrive unit also features built-in Centronics and RS232 interfaces.

In this country Rotronics will be including a free wordprocessor software cartridge with every Wafadrive. Graham Booth, Rotronics's sales manager said, "Hewson Consultants will be writing the Commodore word-processor and we are hoping that the Commodore system will be compatible with all the machines including the new Plus/4 and 16.

The Spectrum version will be the first to go on sale though, scheduled for August at £129.95 in major retailers. The Commodore unit will follow in October at £159.95.



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Tank Trax (48K)

Gnasher (All)

Spectipede (All)

Electron (48K)

Rifle Range (All)

## **Commodore 64**

Duck Shoot

Vegas Jackpot

Squirm

Space Walk

BMX Racers

Jungle Story

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## **Munch Mania**

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The Election Game

## **VIC 20**

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# Letters

## Eye of the Star Warrior

Some readers who sent off for our *Eye of the Star Warrior* tape offer have been experiencing difficulty in getting the program to work. It appears that Line 2190 has on some tapes been corrupted in duplication.

Even though it looks OK, the line should be typed in again:

```
2190 DATA "010304050
6071222324", "020710222324",
"020710222324", "06071324",
"0207102324", "06071324",
"020405061013222324",
"020405061013222324",
"060724", "0304222324",
0204060710222324",
"030414222324",
"010506071213222324",
"02030414222324",
"02030410222324",
"03040714222324", "2324"
```

Tony Bridge  
London

## Word-processor packages

Having recently read Malcolm Davidson's review of the QL's word-processor *Quill*, I found it disturbing the way he assumed that the average reader has a knowledge of expensive business word-processors.

Surely it would have been better to compare *Quill* with other packages that the readers are more likely to have come across with their own home micros — such as *Teletext*, *Tasword* and *Wordcraft*.

Malcolm also spent time reviewing features that are not even found in *Quill*. Surely the space could have been put to better use by telling us how many pages of A4 text can be handled by *Quill*, and how many characters are displayed on the screen — it may well have 64 or 84 columns, but how many rows?

A picture of the *Quill* screen in action would have been better than the machine shot you used, too.

Not impressed with the *Quill* review, I turned to the letters page. There I found Mr Cunningham comparing QDOS and

*Quill* with CP/M and *Wordstar*. A quick look in another magazine revealed that CP/M and *Wordstar* together cost over £500. Mr Cunningham may have money to throw around, but for that money I can buy a QL with QDOS and *Quill* and still have enough change left over to buy 20 of those expensive microdrive cartridges he complains about.

I agree with the other points he makes, but purely on the grounds of economics, QDOS and *Quill* seem to have the edge.

A J Pimperton  
Gosford  
Coventry

## Dead-end clearings

Having spent just over one hour and a half hours battering at my squidgy keyboard, I have finally completed Ultimate's new Spectrum game *Sabre Wulf* with a score of 94 per cent and 45720 points.

The four pieces of the medalion can only be found in "dead end" clearings; ie, those with only one entrance/exit. When assembled, they depict a snarling wolf's head. Their location varies from game to game, so it is well worth making a map as you go along — like *Atic Atac* — to keep track



"Did you get the computer?"

of which clearings have been searched.

Gordon Ramsay  
Higher Polsloe  
Calthorpe Road  
Whipton  
Exeter

## Eprom cartridge

It's here! Well that's what you said when you received your QL. Yes, I too am now the proud owner of a Sinclair QL.

The only disappointing thing about the machine is the Eprom cartridge which must be inserted into the Rom slot at the rear of the computer. In a letter which I received with the QL, Sinclair have said, "As soon as the firmware is available in Rom form, we will notify you, so that you can return your QL to us for the Roms to be added to the main board inside the case, leaving the external Rom cartridge slot free".

My question is this: Is it going to cost me more money, and how long will this Rom exchange take?

Something which a friend of mine noticed was that I received my QL on the same day as the eclipse of the sun (Wednesday May 30). He also pointed out that I need not worry about the Rom exchange as that is unlikely to happen until the next eclipse we encounter.

Finally, I would like to give a plug for the The Hayes Computer Club. Anyone wishing to join, please contact me.

RF Gavin  
15 East Walk  
Hayes  
Middlesex

## Commercial piracy

I am writing in reaction to the article on GOSH (PCW June 7).

David Kelly does make some very valid points — I myself know of software swapping/home pirating circles that exist within clubs and schools, and I do not for one moment dispute Rod Cousens' claim of the commercial piracy of Quicksilver's *Fred*.

However, a distinction must be made between piracy for the monetary gain of professional pirates, and piracy through individuals finding software too expensive to buy every tape that they want. Commercial pirates should and must be stamped out, but the "socially acceptable" home pirates are a totally different case. Software houses obviously believe the blame for home taping lies only at the door of the customers. Have they never considered that they could be pricing themselves out of business?

In the article Rod Cousens said that if piracy was stopped, then prices would fall. But, as I see it, if prices dropped first, then home taping would die out because consumers would be more prepared to buy software. I certainly think that £6 to £16 is too expensive for one program.

This may sound naive, but if one software house led the way and cut prices then the others would be forced to follow or else risk being priced out of the market.

Reducing prices would also hit commercial pirates. Pirating would become less profitable and hopefully the 'professionals' would look for other ways of making their money.

Graham Stock  
60 Mortimer Crescent  
Worcester Park  
Surrey

## Vic20 pokes

I own a Vic 20 and I have come across some interesting Pokes. Here are some of the more useful ones:

Poke 808,127	disables Run/Stop
Poke 808,112	re-enables Run/Stop
Poke 37155,255	disables keyboard
Poke 37155,0	re-enables keyboard
Poke 768,255	disables error message
Poke 768,58	re-enables error message
Poke 775,0	disables list
Poke 775,199	re-enables list
Poke 650,128	key repeat
Poke 650,0	key normal
Sys 64802	resets computer
Print Chr\$(8)	disables Shift/Comm
Print Chr\$(9)	re-enables Shift/Comm

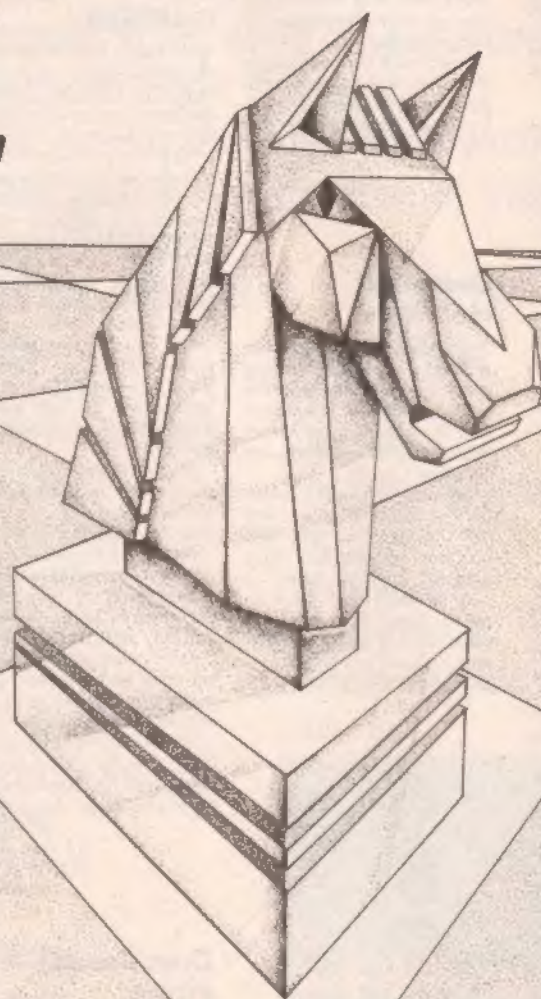
G Sumpter  
10 Adonar Rd  
Dagenham  
Essex



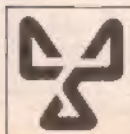
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# Salamander

## SOFTWARE



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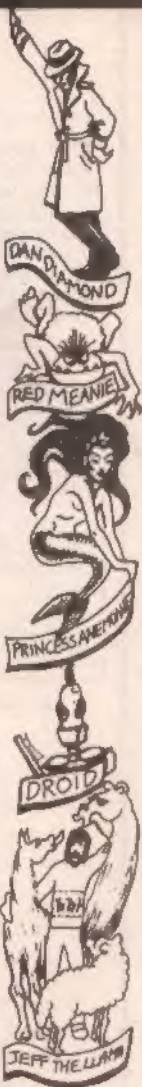
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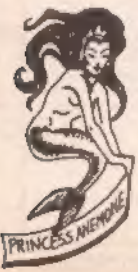
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# Brickie

Trap the monster and then watch it explode in this game for BBC B by Ian Ferguson

This game for the model *Brickie*. The idea of the game is to trap the "Monster" using building bricks until it is completely enclosed and cannot move, whereupon it explodes. This must be done within 60 seconds, or the man explodes.

There are three levels of difficulty — The game must be played either with joystick or with keyboard.

The main part of the program is a Repeat/Until loop using the "Time" pseudo-variable to count up to 60 seconds. The main procedures are as follows:

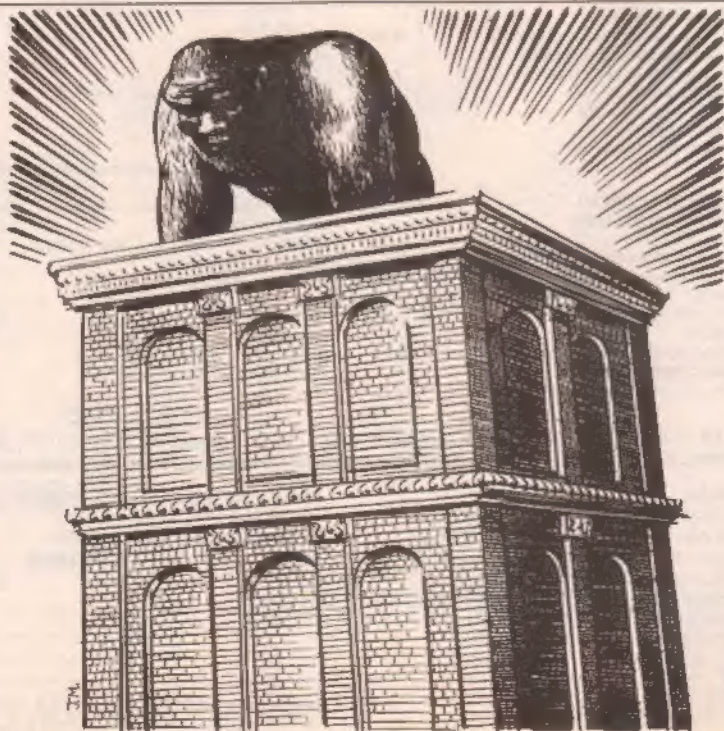
Procstart: — title page  
ProcTime: — prints remaining time  
Proccheck: — checks if alien is blocked in

Procalien: — alien movement routine  
Procdeath: — prints exploding character and plays rapidly descending scale. It also says who won.

Movement of the player is via *Proclft*, -right, -up, and -down. The main variables are *XM%* and *YM%* for the player's position, to which are added *XM1%* and *YM1%* to make it move. *XA%* and *YA%* are used for the alien's position, to which are added *XA1%* and *YA1%* for movement.

```
10*TV255
20MODES
30VDUI9,3,1201
40PROCSTART
50VDU23,230,223,223,0,251,251,251,0,255
60VDU23,231,24,60,90,165,195,102,60,24
70VDU23,232,90,60,90,231,195,102,60,90
80VDU23,233,0,94,91,62,102,125,0,1
90VDU23,234,1,72,32,66,232,129,64,129
100VDU23,235,1,72,64,128,0,32,6,1
110COLOUR1
120PRINTSTRING*120,CHR$230:1
130FOR$=1TO19
140PRINTTAB(0,$):CHR$230:1TAB(19,$):CHR$230:1
150NEXT
160PRINTSTRING*120,CHR$230:1
170FOR$=0TO(14-DX)*30
180XZ=RND(18)
190YZ=RND(19)
200PRINTTAB(XZ,YZ):CHR$230:1

210NEXT
220XAL=1:XM1X=0:YM1X=1:YM1X=0
230XAL=18:YAL=19:XA1X=0:YA1X=0
240COLOUR2:PRINTTAB(XAL,YAL):CHR$231
250COLOUR3:PRINTTAB(XAL,YAL):CHR$232:PRINTTAB(XAL,YAL-1):1
260TIME=0
270REPEAT
280PROCTIME
290IF INKEY(-98) OR ADV(1) DIV 64:900 PROCLFT
300IF INKEY(-67) OR ADV(1) DIV 64:200 PROCRHT
310IF INKEY(-88) OR ADV(2) DIV 64:900 PROCUP
320IF INKEY(-104) OR ADV(2) DIV 64:200 PROCDWN
330PROCHECK
340PROCALIEN
350UNTIL TIME=6000
360PROCDEATH
370DEFPROCRIHT
380XM1X=XM1X+1:IF XM1X=19 THEN XM1X=0:ENDPROC
390IF POINT(1:(XM1X+YM1X)*64)+32,1008-((YM1X+YM1X)*32)/X)
1 THEN SOTO480
```





```

400X1% = X1% + 1: IF X1% + X1% = 19 OR X1% + X1% = X1% AND Y1% =
Y1% THEN X1% = 0: ENDPROC
410IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32))
= 1 THEN 400
420REPEAT COLOUR1: PRINTTAB(X1% + X1%, Y1% + Y1%): CHR$230
430X1% = X1% - 1
440UNTIL X1% = -1
450PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% =
0: Y1% = 0: COLOUR2: PRINTTAB(X1%, Y1%): CHR$231
460PROCOUND
470ENDPROC
480PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: X1% = 0: Y1% = Y1% + Y1%
Y1% = 0: COLOUR2: PRINTTAB(X1%, Y1%): CHR$231:
PROCOUND: ENDPROC
490DEFPROCLEFT
500X1% = X1% - 1
510IF X1% + X1% = 0 THEN X1% = 0: ENDPROC
520IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN 500
530X1% = X1% - 1: IF X1% + X1% = 0 OR X1% + X1% = X1% AND Y1% = Y1%
THEN X1% = 0: ENDPROC
540IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) = 1
THEN 530
550REPEAT COLOUR1: PRINTTAB(X1% + X1%, Y1% + Y1%): CHR$231
560X1% = X1% - 1
570UNTIL X1% = -1
580PRINTTAB(X1%, Y1%): "
590X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% = 0: Y1% = 0: COLOUR2: PRINT
TAB(X1%, Y1%): CHR$231: PROCOUND: ENDPROC
600PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: COLOUR2
: PRINTTAB(X1%, Y1%): CHR$231: PROCOUND: X1% = 0: Y1% = 0: ENDPROC
610DEFPROCUP
620Y1% = Y1% - 1: IF Y1% + Y1% = 0 THEN Y1% = 0: ENDPROC
630IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN 620
640Y1% = Y1% - 1: IF Y1% + Y1% = 0 OR Y1% + Y1% = Y1% AND X1% = X1%
THEN Y1% = 0: ENDPROC
650IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) = 1
THEN 640
660REPEAT COLOUR1: PRINTTAB(X1% + X1%, Y1% + Y1%): CHR$230
670Y1% = Y1% - 1
680UNTIL Y1% = -1
690PRINTTAB(X1%, Y1%): "
700X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% = 0: Y1% = 0: COLOUR2: PRINT
TAB(X1%, Y1%): CHR$231: PROCOUND: ENDPROC
710PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% = 0:
Y1% = 0: COLOUR2: PRINTTAB(X1%, Y1%): CHR$231: PROCOUND: ENDPROC
720DEFPROCDOWN
730Y1% = Y1% + 1
740IF Y1% + Y1% = 20 THEN Y1% = 0: ENDPROC
750IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN 730
760Y1% = Y1% + 1: IF Y1% + Y1% = 20 OR Y1% + Y1% = Y1% AND X1% =
X1% THEN Y1% = 0: ENDPROC
770IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) = 1
THEN 760
780REPEAT COLOUR1: PRINTTAB(X1% + X1%, Y1% + Y1%): CHR$230
790Y1% = Y1% + 1
800UNTIL Y1% = 20
810PRINTTAB(X1%, Y1%): "
820X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% = 0: Y1% = 0: COLOUR2: PRINT
TAB(X1%, Y1%): CHR$231: PROCOUND: ENDPROC
830PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: X1% = 0:
Y1% = 0: COLOUR2: PRINTTAB(X1%, Y1%): CHR$231: PROCOUND:
ENDPROC
840DEFPROCALIEIN
850COLOUR3
860IF X1% = X1% AND Y1% = Y1% THEN PROCDEATH
870IF X1% = X1% THEN X1% = X1% + 1 ELSE IF X1% = X1% THEN
X1% = X1% - 1
880IF Y1% = Y1% THEN Y1% = Y1% + 1 ELSE IF Y1% = Y1% THEN
Y1% = Y1% - 1
890IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: X1%
= 0: Y1% = 0: PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%:
Y1% = 0: Y1% = 0: ENDPROC
900IF X1% + Y1% = 2 THEN X1% = X1% - 1: 60T0940
910IF X1% + Y1% = 0 THEN X1% = -X1%: Y1% = -Y1%: 60T0940
920IF X1% + Y1% = 1 THEN X1% = X1% - 1: Y1% = Y1% - 1: 60T0940
930IF X1% + Y1% = -2 THEN X1% = X1% + 1: 60T0940
940IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: PRINT
TAB(X1%, Y1%): CHR$232: X1% = 0: Y1% = 0: ENDPROC
950X1% = 0: Y1% = 0
960JAZ = RND(1): IF JAZ > 0.5 THEN X1% = X1% + 1
970J8Z = RND(1): IF J8Z > 0.5 THEN Y1% = Y1% + 1
980IF POINT((X1% + X1%) * 64) + 32, 1008 - ((Y1% + Y1%) * 32)) < 1
THEN PRINTTAB(X1%, Y1%): "X1% = X1% + X1%: Y1% = Y1% + Y1%: PRINT
TAB(X1%, Y1%): CHR$232:
X1% = 0: Y1% = 0: ENDPROC
990X1% = 0: Y1% = 0: ENDPROC
1000DEFPROCDEATH
1010COLOUR2
1020FOR G = 253 TO 49 STEP -4
1030SOUND 1, -15, 6, 1
1040NEXT
1050IF TIME >= 6000 THEN X1% = X1%: Y1% = Y1%: 60T01070
1060IF X1% = X1% AND Y1% = Y1% THEN X1% = X1%: Y1% = Y1% ELSE X1%
= X1%: Y1% = Y1%
1070PRINTTAB(X1%, Y1%): CHR$233: FORT = 0T0500: NEXT
1080PRINTTAB(X1%, Y1%): CHR$234: FORT = 0T0500: NEXT
1090PRINTTAB(X1%, Y1%): CHR$235: FORT = 0T0500: NEXT
1100IF TIME = 6000 THEN PRINTTAB(6, 24): "YOU LOST": 60T01120
1110IF X1% = X1% AND Y1% = Y1% THEN PRINTTAB(6, 24): "YOU LOST"
ELSE PRINTTAB(6, 24): "YOU WON"
1120FORT = 0T03000: NEXT
1130 = F13, 1
1148 RUN
1150ENDPROC
1160DEFPROC SOUND
1170SOUND 0, -15, 24, 1
1180ENDPROC
1190DEFPROC TIME
1200COLOUR2
1210PRINTTAB(3, 21): "OXYGEN" TAB(10, 21): 60 - INT(TIME / 100)
1220VUSO
1230ENDPROC
1240DEFPROC CHECK
1250IF POINT((X1% + 1) * 64) + 32, 1008 - ((Y1% + 1) * 32)) < 1 THEN
ENDPROC
1260IF POINT((X1% + 1) * 64) + 32, 1008 - ((Y1% + 1) * 32)) < 1 THEN
ENDPROC
1270IF POINT((X1% + 1) * 64) + 32, 1008 - ((Y1% + 1) * 32)) < 1 THEN
ENDPROC
1280IF POINT((X1% - 1) * 64) + 32, 1008 - ((Y1% - 1) * 32)) < 1 THEN
ENDPROC
1290IF POINT((X1% - 1) * 64) + 32, 1008 - ((Y1% - 1) * 32)) < 1 THEN
ENDPROC
1300IF POINT((X1% - 1) * 64) + 32, 1008 - ((Y1% - 1) * 32)) < 1 THEN
ENDPROC
1310IF POINT((X1% + 1) * 64) + 32, 1008 - ((Y1% + 1) * 32)) < 1 THEN
ENDPROC
1320IF POINT((X1% + 1) * 64) + 32, 1008 - ((Y1% + 1) * 32)) < 1
THEN ENDPROC
1330PROCDEATH
1340ENDPROC
1350DEFPROC START
1360COLOUR129: COLOUR2: CLS: PRINTTAB(0, 1): "BRICKIE
1370PRINT "By Ian Ferguson"
1380PRINT "Use Joystick"
1390PRINT "Or use Keys"
1400PRINT "Z = Left K = Right"
1410PRINT "I = Up . = Down"
1420PRINT "You 'CHR$231' must push the"
1430PRINT "Bricks 'CHR$230' to block"
1440PRINT "Spike 'CHR$232' in ."
1450PRINT "You have 60 seconds"
1460PRINT "to do it!"
1470PRINT "Difficulty level"
1480INPUT TAB(18, 24): DX
1490IF DX(1) OR DX(3) THEN PRINTTAB(19, 24): "60T01480
1500PRINT "SPACE To Start"
1510AW = GETS
1520IF AW < 0 THEN 60T01510
1530COLOUR128: CLS
1540ENDPROC

```



## Chicago top ten

David Kelly looks at the new software on show at CES in Chicago

Looking at the new software on parade at CES it is clear that games still rule the roost.

The predicted upsurge of 'serious' applications packages for home micros has taken place, but to a much lesser extent than expected. The 'zap' game is now well and truly dead and the emphasis is on graphics, cartoon type animation, simulation and adventure games.

And some of the results are breathtaking. In a moment I shall select a personal top ten from the show, but first some of the other highlights.

To start with, the hardware manufacturers. Atari showed its first products from its agreement with Lucasfilm — two titles, *Ballblazer* and *Rescue on Fractalus*. Sad to say neither proved to be earth shattering. Atari previewed its latest collaboration with Lucas cohort Steven Spielberg — a game based on the latest Spielberg-produced film, *Gremlins*.

Finally from Atari, a real weirdy: *The Mindlink System*. Mindlink is a combined headband and infra-red transmitter linked to a receiver connected to the computer. Using special software a game can be controlled with the headband instead of joystick — just by tensing and relaxing the muscles in the forehead. The system will cost around \$80 and be launched in September.

Attention to the Commodore stand focussed on the hardware — the Plus/4, 16 and the new disc drive and printer. But there were one or two interesting pieces of software on show — most notably *The Hulk* — a joint venture with Scot Adams, Adventure International and Marvel Comics, and *Just Imagine*.

Romox, the electronic software distribution system launched in a blaze of publicity a year ago — and taken up by Prism in the UK — seems to be flourishing. After test marketing in 20 stores last October, it still has yet to be launched in final form.

Which brings us to the independent software houses. At

first sight the US houses seem much more developed than the British ones. They all had extravagant stands. Electronic Arts, for example — a comparative newcomer to the US scene — had a glittering white edifice with a huge Greek pillared portico. It is only on closer inspection that it becomes obvious that the companies are every bit as disorganized as their UK counterparts. The difference is only that the American houses are all set up with venture capital backing — big bucks.

Unlike the British companies, the US houses have for the most part gained their backing at the expense of losing control to the guys in the grey suits.

Looking at the US houses in no particular order:

Infocom was disappointing. One point of interest, though — all its titles will shortly be available for the Apple Macintosh.

Sierra announced an agree-

ment with Disney to develop four educational games featuring the Disney characters. First out will be *Donald Duck's Bakery* for Apple and C64. Then comes *Winnie the Pooh Lost in the 100 Acre Woods*. The second BC and the *Wizard of Id* game was on show — *Grog's Revenge*. Also a clever boxing simulation — *Championship Boxing*. Choose from 50 boxers to play the computer or a friend. Or, design your own boxer. Set your strategy for each round and watch the outcome, or play each round blow by blow. All for the Apple II and C64. *Grog's Revenge* also for the Atari, Adam and IBM.

Broderbund showed some first class material and appeared to be one of the more organized of the American houses. Nearly all their material is for the Apple II, though.

Electronic Arts showed a basket ball simulation — *One-on-One* — for the Apple with Atari and C64 to follow soon. *Financial Cookbook* presented a new twist to home finance — DIY recipes for success — for the Apple II, IBM, C64 and Atari.

Spinnaker is spreading into

bookware. Windham Classics — a new division of the company — has developed graphic and text adventures based on classic children's stories — *Swiss Family Robinson*, *Wizard of Oz*, *Gulliver's Travels*, *Treasure Island* and *Wind in the Willows*. All will be available later this year for the Apple II, Commodore, Atari and IBM machines.

Yet another new division of Spinnaker is Trillium which is developing software based on science fiction titles by well known authors — either published or soon to be published. These include *Rendezvous with Rama* by Arthur C Clarke, *Fahrenheit 451* by Ray Bradbury and *Amazon* by Michael Crichton. These titles are on disc for the Apple II and Commodore 64.

Imagic is another company moving into software based on well known works of fiction. It has adventures based on H G Wells' *Time Machine*, R A MacAvoy's *Damiano Trilogy* set in 15C Italy and Conan Doyle's *Sherlock Holmes* books. Where the Sherlock Holmes title leaves Melbourne House which has announced a similar idea is not clear. These titles are available in October/November for the Apple II, IBM and C64.

Parker showed 007 *James Bond* for the C64 and Atari. *Montezuma's Revenge* — rather like *Manic Miner* — and *Frogger II Three Deep* (a C64 cartridge) featuring 'Sega's fearless amphibian'!

Activision's new products were rather disappointing. The company concentrated on getting its Atari titles across to the C64 with 12 titles for the Commodore machine. Activision also announced a distribution and marketing agreement with an interesting Santa Barbara-based house — Gamemstar. Gamemstar specialises in sport simulations for the C64, Atari and Apple II.

CBS appeared to be making a big push into the software market — good quality material, often with an educational twist.

Other companies of interest included Datasoft, HesWare (which sells Jeff Minter's titles in the US), First Star, Mindscape, Creative and Random House (with a range of educa-

CES is not just about computers. The whole field of consumer electronics is represented.

A number of themes are being hotly pursued — stereo video with hi-fi sound is going to be big. Cellular radio is very much in evidence. At least 25 companies demonstrated low-cost transportable satellite receiving stations. One dish was only 18 inches across. Canon showed a video editing machine for home use. Pioneer made a lot of noise with its high quality laser disc video juke box. All the major electronics companies were pushing Compact Disc records for which they are worth. Coleco showed Private Call — a personal telephone for kids which remembers the



numbers of the most important people in your life — it can be locked up, keeping your secrets safe. Robots seemed less interesting this year. Hubot includes a built-in radio and cassette player — for \$3495 (over £2000).

And so to the star of the show. On the Hattori stand, Setko showed its pocket colour tv. The device features a very high quality true flat-screen liquid crystal display and is about the size of an ordinary paperback. It beats the Sinclair flat screen tv out of sight. It costs \$550 (around £400) but prices are bound to fall. It would appear Sinclair made a mistake to go for a conventional tube in his device. Liquid crystal is better.



# CES Show report

tional titles featuring the Peanuts cartoon characters).

So what about the UK software houses at CES? All in all it was a dismal showing. Only Quicksilver/Virgin and Mastertronic took stands. Virgin's *Falcon Patrol* was selected by the CES organisers as one of the top 100 titles at the show. Quicksilver also attempted to hold a press breakfast to launch new titles — but it didn't entirely go as planned. Rod Couzens didn't make it, the video presentation was delayed because the video cassette proved to be incompatible with the recorder and the 1920s bus specially hired to take people from the breakfast to the show broke down.

Aside from QS/Virgin nobody else had the nerve or resources to challenge the US houses. A goodly number of UK people were skulking round the show, though.

And so to my top Ten.  
**10 The Hulk.** Straight in at number 10! This is the first in



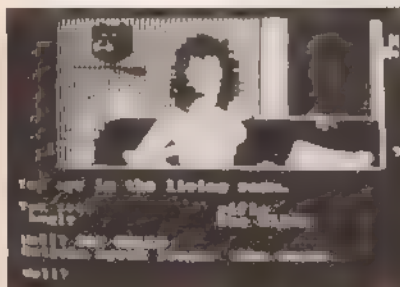
Summer Games from Epyx.

things which could be available on the QL, for example.

**8 Dinosaur Dig.** An educational program from CBS (written by Neosoft). As one buyer at CES commented: "Educational software is great — it just doesn't sell." He may be right, but *Dinosaur Dig* is a fascinating program. It animates each of the dinosaurs, shows how

they lived and shows maps together with how conditions changed and made them extinct. For the Apple II, IBM and C64, all on disc.

**7 Dallas Quest.** From Datasoft. What can one say? Sue Ellen



Dallas Quest from Datasoft.

hires you as the best detective in Texas to find the map of the oil fields so she can gain independence from JR. Great adventure, great graphics. I tried to shoot the cat — all that happened was a flag appeared which said 'Bang'.

**6 Spy v Spy.** An arcade game from First Star, based on the zany Mad comic cartoon strip. The game is for one player against the computer or two players. You are trying to escape from the embassy with the plans, money, airline tickets and passport. The snag is, so is the other guy. You can plant bombs behind cupboards and in safes, though, to deter your opponent. Twenty rooms. C64 and Apple II.  
**5 JVC Golf.** For the JVC MSX

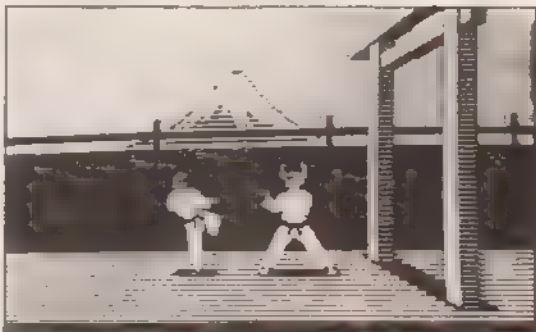
pointer towards the sort of micro. No indication of availability. One of two JVC games which links the JVC VHD BD-7550 video disc player to the computer giving real video footage in a game. You choose the iron and the strength and direction of shot, and then you get to see how you did on a real golf course, with real players and spectators.

**4 Summer Games.** From Epyx. Every self-respecting software house showed an Olympics game and this was arguably the best. *Summer Games* for the C64 features eight different events — including running, pole-vaulting, swimming, diving, shooting and gymnastics. Epyx has been caught somewhat on the hop by recent events and is now having to promote *Summer Games* as the games the Russians did attend. The flag is definitely in

program at the show. It allows you to fit together your perfect dwelling from a series of pictorial menus with the help of a joystick. Each piece is selected, coloured and moved into place. Other titles with a similar theme included Epyx's C64 *Barbie's Boutique* based on the Barbie doll character which you have to dress up and another is *Just Imagine* from Commodore for the C64 and Plus/4 with a choice of backdrop (jungle, western etc) which you can populate with animals and people. Commodore's title includes trivia, too — did you know that the fastest growing animal is the blue whale?

**2 The Ugly Duckling.** Software Movies has seemingly an entirely new idea here. On the Atari they have cleverly linked a voice/effects track to software running on screen using a synchronisation pulse. What this means is that characters can actually be made to speak, moving their lips in sync with the voice from the other stereo track. The effect is remarkable and is genuinely a step nearer to software movies. The company has it working on the Atari and will shortly announce titles for the C64.

**1 Karateka** from Broderbund for the Apple II. Tremendous graphics in a great arcade game. This is a martial arts fighting game. A succession of adversaries are sent at you and each must be beaten with the fast reaction punches and kicks



Karateka from Broderbund.

there. Watch out for a rash of Olympics programs in the UK.

**3 The House that Jill Built** from CBS (written by Joyce Hakansson Associates) for the Apple II and C64 both on disc. Another popular type of pro-

gram of a kung fu hero. All this with some of the best animation yet seen. A beautiful piece of programming with compelling gameplay. The title is rumoured to have been licenced for the UK machines by Quicksilver.



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# A fine day for tennis on your Spectrum

This is Wimbledon.  
The home of British tennis, enjoying Britain's  
fine weather.

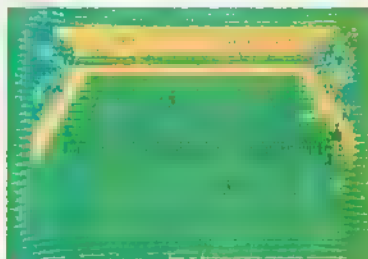
But this summer, things will be different. If  
rain stops play on court, you'll be able to carry on  
playing—with Sinclair's 'Match Point'.

'Match Point' is one of six new, all-action  
programs for your Spectrum. It lets you play tennis  
against the computer, a friend, or just sit back and  
watch an exhibition match.

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and forehand shots, lobs, drop-shots, volleys, a  
scoreboard...even ball boys are on-call.

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you'll need skill and tactics.

Luckily, though, you won't have to rely on  
the weather!



'Match Point' has been  
developed by Psion, one of the UK's  
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**sinclair**



## Galaxy of stars

Here's your opportunity to have a Planetarium in your own home.

Considering there is no sound involved in this program and the only visual display could be interpreted as "white dots on a blackground": I found *Constellation* to be one of the most fascinating programs for a computer I have seen. Superior Software's *Constellation* allows you to view the stars from any point, and at any time on the Earth. You are asked for the latitude and longitude of your position, the month and date and the Greenwich mean time you wish to view. From then on the sky truly is the limit.

Your telescope can be ele-

vate up, down, left and right. It can even zoom in on particular constellations. If you don't recognise the star formations you are viewing, you can switch to a display where each constellation is shown by letter formation.

Quite honestly, it was the sheer complexity of the program itself that I found most fascinating. Here is a marvelous use of a home computer which doesn't involve fast action or killing or brilliant colour, normally associated with software. It's both educational and absorbing, whilst giving you the opportunity to see "The Sky at Night" at any time.

Fred Short

**Program Constellation Price £6.95 Micro Electron Supplier** Superior Software, Regent House, Skinner Lane, Leeds 7.

## Cloud of dirt

Slinky is a sort of cousin of *Qbert*.

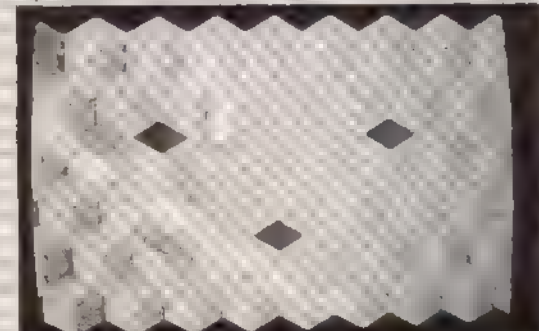
You have to hop Slinky (which looks like the toy of the same name — a metal coil which can climb up and down steps) around a pile of coloured cubes, the tops of which change colour when Slinky lands on them. Only when all the cubes have changed colour can you go on to the next level.

However, the game is not as simple as that. There is a cloud

which can pick Slinky up and unceremoniously drop it off the edge of the cubes, losing you one of your five lives. At some of the higher levels the cubes can change colour back and forth each time Slinky lands on them which makes planning your moves pretty tricky. Later on still other characters appear and the action speeds up making an already quite difficult game almost impossible.

Although the idea of the game is far from new, this is an enjoyable variation which requires both sharp reactions and good planning.

Richard Corfield



of dirt — well that's what it looks like — which occasionally floats across the screen and this causes Slinky problems. A magnet sometimes appears

**Program Slinky Price £12.95 (disc) £8.95 (cassette) Micro Commodore 64 Supplier** Audiogenic, PO Box 88, Reading, Berks.

## Player v player

Program Power have converted their popular version of *Chess*, for the Electron. This computer version of *Chess* must rank amongst the best, both for display and playing power. Once the game is loaded you are offered nine options, plus player versus player, player versus computer of computer versus computer. You can analyse your move, choose a fixed time limit after which you forfeit your move, continue a game after it has been re-loaded from tape, modify the display colours, choose from nine levels of play (level nine taking up to two hours for the computer to make its move), or replay a previous game. Such options do not allow you to play an expert game of *Chess* but do put the facilities of the computer to full use, thus making for more enjoyable play.

Personally I find computer



chess both enjoyable and frustrating enjoyable to be able to choose the ability of your opponent but frustrating to find an opponent almost infallible. I am very pleased however, to find a good game of *Chess* for what is still a relatively new computer to the market.

Fred Short

**Program Chess Price £7.95 Micro Electron Supplier** Micro Power Ltd, 8/8a Regent Street, Chapel Allerton, Leeds LS7 4PE

## Life or death

It is refreshing to see British Software on the market for the Atari computers as the Americans seem to have dominated this machine. A new Atari house to appear is System 3 software of London, which has just released a title called *Colony 7*.

Imagine yourself at the controls of an ADV (armoured defence vehicle) on which is mounted a device capable of delivering instant death to marauding pirates. You are just protecting the colony's food supplies when, all of a sudden, pirates zoom down from the heavens. It is now a matter of life or death to protect the food supplies.

Sounds familiar? The old blast-them-up-with-no-way-to-win complex? You guessed it. This game entails no more than dodging bombs (slow ones at that!), blasting aliens (crude player missile graphics) and protecting 24 canisters (12 either side of the screen). On

the plus side the background graphics are quite good. Done in Graphics Mode 9, they give a true impression of 3-D.

The game itself, unfortunately, is nothing special. The pirates move too fast to hit (unless you're lucky!) and their bombs fall far too slowly. If you are shot on your last life you have to wait until the pirates have carried off the last of the food canisters until you are allowed to have another game — an unnecessary and frustrating pause. Also there is no high score feature; only one player is allowed and there are no skill options.

The program itself is only about 6K long, the rest being taken up by the screen data.

All in all I found this game rather uninteresting and would much rather play *Xenon Raid*, by English Software. However I am sure System 3's obvious graphic-creating talents will be used to better effect.

Gary Radburn

**Program Colony 7 Price £9.95 Micro Atari 400/800/XL Supplier** System 3 Software, 10 Marshalsea Road, London SE1 1HL

## Freezing

**P**engi is an ingenious combination of existing games ideas in which a monster-maze chase (eg. Snapper type game) is mixed in with a (literally) sliding block puzzle. The central character in the game is an agreeable little penguin who having been locked in a freezer attempts to rearrange its contents, namely blocks of ice, whilst avoiding the freezer's other inhabitants, the snow bees. The ice blocks are slid around with the aid of a hefty kick from the penguin, or alternatively may be selectively melted. Actually, given my frenzied activities whilst attempting to out-manoeuvre the bees, indiscriminately melted might be more apt.

The game comprises ele-

ments of skill in controlling the movements of Pengi, and strategy, avoiding the snow bees whilst at the same time trying to line up the special diamond ice blocks. In addition, those seeking gratuitous violence are satisfied by attempting to crush the snow bees beneath the moving blocks of ice, or alternatively, stomping them, having first stunned them using an electrified fence which surrounds the freezer. This too requires activating by means of a swift kick from Pengi.

The game's high quality graphics and excellent sound provide a most pleasing overall effect, generally comparable with other versions, eg. Postern's *Penguin* in this respect.

Simon Wilson

**Program Pengi Price** £5.95 **Micro** BBC Supplier **Visions**, 1 Billington Street, Liverpool, L17 7AD

## Quick sort

**T**he market for Spectrum database programs is a tough one, dominated by *Master File*, with *Va-File* in a good second place. *Multifile* fails to get near these two programs in any of the areas that really matter.

The library case contains the program tape (which I found quite difficult to load) and a blank tape for recording data. There is also a short instruction book. The program is written in Basic, which means that it is very slow at times; sorting the file into order (using "a very

limited to ten data fields of no more than 19 characters and one display format, and because the program uses fixed length fields in an array (rather than a data compression technique) you can have no more than 105 records.

The program does contain a form of security coding, but even a beginner would not find it difficult to penetrate this: the program is not even break protected. There is a *Clone* function—unique to *Multifile*, which will copy a particular data field from one record onto a given number of others; but this does little that could not be achieved using the *Copy* facilities of *Va-File* or *Masterfile*. There is no microdrive compatibility built in, nor any advice about this in the manual, though the program would be straightforward to convert for microdrive use. Free membership of a users club and a telephone "Hot-Line" don't make up for the deficiencies in the program.

In short, this program is not one I'd recommend, either of the front runners offers better facilities and value for money.

Simon Springett

**Program Multifile Price** £9.95 **Micro** Spectrum Supplier **ISP Marketing**, Crown House, 386 High Street, Godalming, Surrey



advanced sorting algorithm called "Quick Sort") takes about two minutes! You are

## Flexible system

**A**uthor is a versatile word processor from Tansoft, written by John Dawson. The program loaded first time, at the fast baud rate, on both the



Atmos and One-1, as did all the tape operations within the program.

It starts with a menu of major commands which cover the three main activities, writing and editing, saving and retrieving, and printing text. Oric's message line at the top of the screen is used by *Author*

as a reminder of the command in force, what input is expected and how to exit from it. Selection of the major commands is made by using the initial letter of the command. It may take four or five sessions to master the full capabilities of the editor, but the comprehensive 3H page manual leads you gently into using *Author*.

I would rather the *Move* command, which relocates sections of text, was a *Copy* command so that repetitive text may be easily entered. I also found that as a poor typist, frequent switching between *Write* and *Edit* modes became tiresome.

The printer installation table, printer macros, and the ability to include printer control codes within the text, makes *Author* a very flexible system that can cope with any printer capable of being attached to the Oric printer port.

Vic Fielder

**Program Author Price** £14.50 **Micro** Oric, Atmos Supplier **Tansoft**, Units 1 & 2, Cambridge Techno-Park, Newmarket Road, Cambridge CB5 8PB

## Pot black

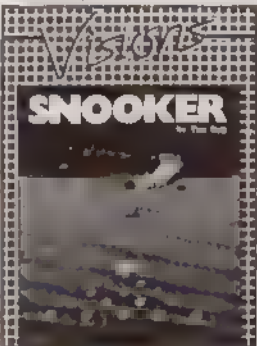
**T**he potential of a computer for playing games would seem to know no bounds. It has become well established as an admirable opponent in Chess, and not quite so well known for such games as Draughts, Othello, and Four-in-a-row.

However, for games requiring a greater degree of physical participation, I was not so sure that the computer had much to offer. Therefore when I saw *Vision's Snooker* I was not very optimistic.

I was mistaken. Having loaded up the tape, two hours later I was hooked. Not, I hasten to add, on playing snooker on a computer; more, learning to use a computer to play a type of snooker—a big difference.

I was fascinated how near to the 'real' thing this was and especially how all the colours of the balls could be shown very nearly exact. The cue is replaced by a movable cross, yet the game allows a variety of

shots, including putting spin on the cue ball and determining the strength of the shot. You



can decide to play solo or with a partner and to have a 15 or 10 ball game.

Having been sceptical to begin with, I ended up being fascinated, both by the computer's interpretation of snooker and my own keenness to want to play.

Fred Short

**Program Snooker Price** £8.95 **Micro** Acorn Electron Supplier **Vision (Software Factory) Ltd**, 1 Felgate Mews, Studland, St., W6 9JT



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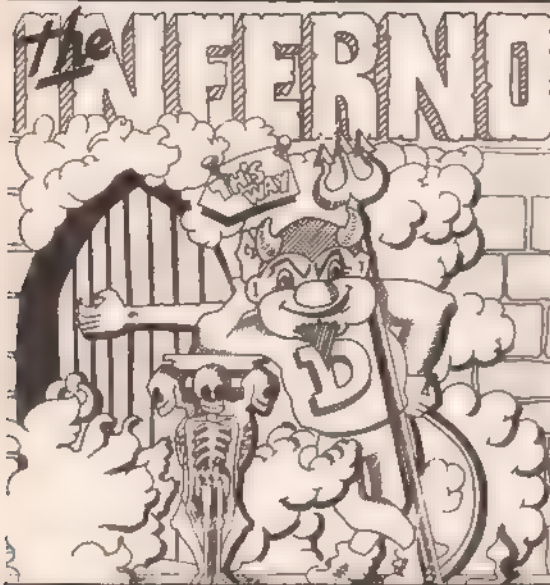
```

1090 PRINT BRIGHT 11AT 5.19: ELECTRIC 11AT 15.23:
"GAS": RETURN
2990 REM *****
2995 REM LINE GRAPH
2999 REM *****
3000 GO SUB 1000: PRINT AT 21.20:LAST: PLOT 14,
(011.1.1)*scale/16
3010 FOR a=2 TO last: DRAW apart,1bia,1,1:0
(1a+1,1,1)*scale: NEXT a
3020 PLOT 24,(011.1.1)*scale/16: FOR a=1 TO last:
DRAW apart,1bia,1,1-b/a+1,1,1)*scale: NEXT a
3030 GO SUB 4000: PLOT 24,electric*scale/16:
DRAW 230,0: PLOT 24,gas*scale/16: DRAW 230,0
3040 PRINT 41: C = COPY : OTHER = MENU
3050 IF INKEY$="" THEN GO TO 3050
3060 IF INKEY$="C" OR INKEY$="c" THEN COPY
3070 OVER 0: INH 0: PAPER 7: CLS : RETURN
4000 REM average use
4010 LET electric=0: LET gas=0
4020 FOR a=1 TO last: LET electric=electric+b
(1a,1,1): LET gas=gas+b/a+1,1): NEXT a
4030 LET electric=INT (electric/last/10)/10:
LET gas=INT (gas/last/10)/10: RETURN
4950 REM *****
4960 REM PRINT OUT LIST
4970 REM *****
4990 OPEN 41: "D"
5000 CLS
5005 LET 1a=
5010 PRINT BRIGHT 11:WK Electric Gas
5015 PRINT BRIGHT 11: Graphic Area
Change Graphic Base Change
5020 FOR a=1 TO last: PRINT ATAB 31: Graphic A:
a,1,1: TAB 31bia,1,1:
5022 IF a=1 THEN IF bia,1,1=0 OR bia-1,1,1)=0
THEN GO TO 5040
5025 IF a=52 THEN LET 1a=FN AB(bia-52,1,1):
bia,1,1: TO 51: IF VAL 1a)=0
THEN LET 1a="":1a: GO TO 5035
5030 IF a=1 THEN LET 1a=FN AB(bia,1,1):bia,1,1:
1 TO 51: IF VAL 1a)=0 THEN LET 1a="":1a
5035 LET 1a=1a TO 41+1: PRINT TAB 13:1a:
5040 PRINT TAB 101: Graphic A:bia,1,1: TAB 22:
bia,1,1:
5041 IF a=5 THEN IF bia,1,1)=0 OR bia-1,1,1)=0
THEN PRINT : NEXT a: GO TO 5030
5045 IF a=52 THEN LET 1a=FN AB(bia-1,1,1):bia,1,1:
1 TO 51: IF VAL 1a)=0
THEN LET 1a="":1a: GO TO 5060
5050 IF a=1 THEN LET 1a=FN AB(bia-1,1,1):bia,1,1:
1 TO 51: IF VAL 1a)=0 THEN LET 1a="":1a
5060 LET 1a=1a TO 41+1: PRINT TAB 13:1a:
5070 NEXT a
5080 GO SUB 4000: PRINT Average Cost per Week:
Electric :INT (electric/price/100)/100:
electric: Units: Gas: INT
(gas/price/100)/100: gas: Units:
5085 CLOSE 41
5090 INPUT ENTER FOR MENU 1a=: CLS : RETURN
5999 REM *****
6000 REM Input weekly figs.
6001 REM *****
6010 PRINT Last Entries Electric Meter 1a:11
Gas 1a:11
6020 PRINT Week No: 11a:11: INPUT Electric Meter:
(b=END): 1a: IF a=0 THEN CLS : RETURN
6030 LET 1a=ent
6040 PRINT "Electric used" 1a: Meter 1a:
INPUT Gas Meter: 1a: LET ga
b=ent: PRINT "Gas = 1a: Meter = 1a:
6050 INPUT "Correct" (Y OR N):1a:
6060 IF c="Y" OR c="y" THEN LET last=last+1
LET bia=last,1,1:1a: LET bia=last,1,1:INT
((price/100)/100: LET bia=last,1,1):q: LET b
(bia,1,1):INT (q*price/100)/100:
LET ent=a: LET gnt=b
6065 IF 1a=0 THEN LET max=1
6066 IF gnt=0 THEN LET max=g
6070 GO TO 6020
6099 REM *****
7000 REM SET PRICES
7001 REM *****
7010 CLS : PRINT ADJUST PRICES
7015 PRINT 41: SPACE : Select: ENTER = actual:
7020 FOR a=1 TO 8 STEP 1
7025 PRINT AT 3,0: No changes "Electric price per Un
it = "price/100: a:
7030 PRINT "Gas price per therm " 1a:1a:0
7040 PRINT "Calorific Val 18.4u/t=" 1a:1a:0
7050 PRINT "Gas per Unit = "price/100: p:1a:
7060 PRINT OVER 1: BRIGHT 11AT a+1,0:
7070 IF INKEY$="" THEN GO TO 7070
7080 IF INKEY$="C" THEN GO TO 7100
7090 IF INKEY$="S" THEN NEXT a: GO TO 7020
7100 IF a=1 THEN RETURN
7110 IF a=3 THEN INPUT New Price 1a:1a:0:
1a: LET price=a/100: GO TO 7000
7120 IF a=5 THEN INPUT New Gas Price 1a:1a:0:
1a:1a:0: GO SUB 7500: GO TO 7000
7130 IF a=7 THEN INPUT New Calorific Value 1
1a:1a:0: GO SUB 7500: GO TO 7000
7500 LET price=((1a/100)+p)/100: RETURN
7570 REM *****
7580 REM BAR GRAPH (CUPHENT) 1a:1a:0
7590 REM *****
8000 GO SUB 1000: PLOT 23,1a: DRAW 231,0:
PLOT 23,1a: DRAW 0,1a:
8010 LET year=0: IF last=104 THEN
LET year=104: GO TO 8015
8015 IF last=52 THEN LET year=52
8020 PRINT AT 1,20: YEAR :INT (year/52):1a:
8030 INH 1: FOR a=1 TO 200 STEP 4: FOR b=1 TO 11
PLOT 14,(A+B)/16: DRAW 0 B(A/4)+year,1,1:
scale: NEXT b: NEXT a
8040 FOR a=1 TO 100 STEP 4: FOR b=1 TO 4:
PLOT 14,(A+B)/16: DRAW 0,B(A/4)+
year,1,1:scale: NEXT b: NEXT a
8050 GO SUB 4000: PLOT 24,electric*scale/16:
DRAW 230,0: PLOT 24,gas*scale/16: DRAW 230,0
8060 GO TO 3040
9000 REM *****
9001 REM RESTART POINT
9002 REM *****
9005 FOR a=0 TO 71: FOR b=0 TO 71: NEXT a
9010 LET b=ENPG:1a:1a:0: GO TO 100
9070 REM *****
9075 REM INITIALISE AND START
9080 REM *****
9090 DIM b(160,2,2): LET last=0
9091 REM for 161 machine DIM b(105,2,2)
9095 INPUT "Starting Electric Meter Reading 1a:11:
PRINT Electric Meter :1a:11: INPUT "Starting
Gas Meter Reading 1a:11: PRINT Gas Meter
Reading :1a:11: INPUT Correct? (Y OR N):1a:
1a:1a:0: IF a="Y" OR a="y" THEN GO TO
0 9995
9096 LET price=.362: LET cal=1032:
LET cnt=35.2: LET cprice=.483
9097 LET 1a=1: LET 1a=1: LET max=150
9099 GO TO 3000

```



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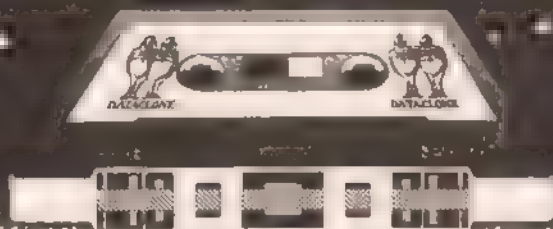
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# Calculating frame

Malcolm Davison concludes his review of the Psion QL packages with a look at Abacus

Of the four QL application packages, the one I enjoy using the most is *Abacus*. This is a splendid addition to any software library, particularly since it is an integral part of a matching and inter-communicating set of business software.

With an outline knowledge of the use of just eight commands (in addition to the *Print* and *File* commands), the complete novice should be able to create spreadsheets for the majority of applications, without continually referring to the manual.

Psion has added some nice touches — a label feature allows any text entered on the spreadsheet to be used as a column or row identification. Text handling is improved to such an extent that the concept of a spreadsheet being used for just calculation has to be reconsidered. Text sorting, substretch search, justification, comparison, a repeat function to duplicate a character across a number of character positions and data entry make this ideal for tabular information.

The program allows you to key in text that is wider than the column width and will allow the text to run over the number of columns it needs. This is an advantage over *Visicalc*, which insists that you move the cursor to the next cell before continuing the text entry.

## Repetitive layouts

One of the advantages of a spreadsheet over word processors is the ability to alter a layout of text and figures. Areas of text and numbers may be moved, duplicated or deleted, while additional columns or rows of information can easily be added or removed. The *Copy* command simply moves blocks of cells to a specified location, while *Echo* continues a theme set in a single cell in a whole row or column. These commands make the creation of repetitive layouts very straightforward. All cell references are automatically updated as the amendments are incorporated — the number of calculations to add a blank column in the middle of a spreadsheet can be large and yet the user is hardly aware of how busy the program can be on the most trivial amendment.

The commands *Unit*, *Justify* and *Grid* give the user a very high degree of control over the final appearance of the spreadsheet. Both text and numbers can be right, centre or left justified simply by specifying the initial letters *R*, *C* or *L*. The only problem is if you right justify or centre headings for neatness you then cannot use them as row or column labels.

The *Grid* command allows you to add or delete rows or columns and to affect column width over a specified range. The *Unit* command offers a simple way to offer an useful range of numeric formats.

Accountants will be pleased to have both a percent option, and a pound sign option. For those who deal in thousands of pounds, there is an option to display integers, that is whole numbers with no decimal places. They will also welcome the inclusion of *Net Present Value* and *Internal Rate of Return*.

One feature lacking is the facility to execute a series of spreadsheet merges under "program control". Also, corporate planners might want to know what the maximum size of sheet is that the memory

A wide range of functions are offered. You can count, sum, average and find the maximum and the minimum of any range of cells. A number of mathematical and scientific options are catered for, including determining the sum, the square root and the numeric value of a string and turning numeric data to a string. Logarithms, sines, cosines, tangents, the angle in radians from a tangent quotient, converting degrees to radians, finding the value of pi and establishing the sign of a numeric value are also available.

I had fun working out the number of days to Christmas using the *Days* function, which returns the number of days from 1 January 1583, the start of the Gregorian calendar. A month name will be returned using the function *Month*, given a numeric value of one to twelve. When the system clock has been set, you can also establish the time, which can be added to your listing.

For those familiar with programming concepts, the *IF* statement offers a powerful logical analysis option. This further complemented by an option to input data at run-time using *ASKN* or *ASKT*, depending on whether the data is numeric or text. So, a simple turn-key system can be evolved to solve particular problems.

The window feature allows the user to compare the contents of one area of a spreadsheet with another, which might otherwise be off the screen — the two areas can 'pan' along together, or one can remain

in a fixed position. This feature will only allow the cursor to move within one portion of the spreadsheet and is locked out of the other, which is an annoying hindrance.

It was a disappointment to me that you could not protect the cells from inadvertent keyed entry and that there was no facility to remove the grid border from the screen — which by the writer's own efforts can be made redundant through using the text referencing to cells. The exclusion of the border can then give the casual observer the belief that the application was not even developed on a spreadsheet and just looks like a normal computer data entry screen, and all the neater for the lack of alphabetic and numeric border intrusion.

The *Print* option allows you to print selected areas of the spreadsheet and also allows you to print out all the formulae. In the latter option, it rationalises all the formulae to a list of numbered alternatives and prints them out in the form:

F26: sum(C1+Q1R1-44), C1+Q1R1-21)

The column and row references need a little deciphering, and tend to confuse what really is a simple *Sum* command operating

## Full help facilities

over a range of cells which might have been printed in the form *sum(C8:C10)*. Since the object of keeping a hard copy of the formulae is to enable you to re-enter them, this presentation only hinders the task. Other spreadsheets on the market show the formulae replacing the data, in situ alongside the text, which is helpful.

Full help facilities on all aspects of the program are available, after a short delay to access the Microdrives. The documentation is adequate, with worked examples, but for a spreadsheet of this power one might expect more detail.

I was a little perturbed when I succeeded in crashing *Abacus*. I had created a dotted line over a number of columns, using the *Echo* command, and had issued a command to *Rubout* when the program bombed out. This should obviously not happen and is indicative that there is at least one bug still in the program. To put this in perspective, it was only one occasion in many hours of successful and trouble-free use. Data entry, on-screen cursor movement and the option to go directly to a specified location work very well, but moving the cursor downward beyond the current cell display causes a considerable delay in re-creating the screen.

The best features of Microsoft's *Multiplan*, Sorcim's *Supercalc* and Visicorp's *Advanced Visicalc* seem to have been recognised and the familiar 'r' found in many spreadsheets has happily gone. My overall feeling is that *Abacus* is an excellent spreadsheet. I just wonder why Psion didn't go all the way to making this the spreadsheet of the decade!





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## The right note

Mark Harrison presents a short program to turn the Dragon into a musical organ

This program produces a tremolo sound of two different notes in a minute fraction of a second. In addition, the note is

maintained for as long as the key is depressed.

I am a keen musician and I recently

bought a musical box, but it played the wrong chords. To get round this problem on the Dragon, I have added the facility for a minor version of each major chord where necessary.

The left arrow switches to the major scale while the right arrow switches to the minor scale. The keys on the second row (↑ to @) represent the notes C to G.

```

10 REM*****
20 REM* "CHORD ORGAN" *
30 REM* BY MARK HARRISON *
40 REM* 12TH NOVEMBER 83 *
50 REM* FOR THE DRAGON *
60 REM*****
70 CLS0
80 M=1
90 DIM P$(2,15),Q$(2,15)
100 LET P$(1,1)="02C":LET Q$(1,1)="02E"
110 LET P$(1,2)="02D":LET Q$(1,2)="02F"
120 LET P$(1,3)="02E":LET Q$(1,3)="02G"
130 LET P$(1,4)="02F":LET Q$(1,4)="02A"
140 LET P$(1,5)="02G":LET Q$(1,5)="02B"
150 LET P$(1,6)="02A":LET Q$(1,6)="03C"
160 LET P$(1,7)="02B":LET Q$(1,7)="03D"
170 LET P$(1,8)="03C":LET Q$(1,8)="03E"
180 LET P$(1,9)="03D":LET Q$(1,9)="03F"
190 LET P$(1,10)="03E":LET Q$(1,10)="03G"
200 LET P$(1,11)="03F":LET Q$(1,11)="03A"
210 LET P$(1,12)="03G":LET Q$(1,12)="03B"
220 FOR J=1 TO 12
230 LET P$(2,J)=P$(1,J):LET Q$(2,J)=Q$(1,J)
240 NEXT J
250 LET P$(2,3)="02E+"
260 LET P$(2,6)="02A-"
270 LET P$(2,10)="03E-"
280 LET Q$(2,1)="02E-"
290 LET Q$(2,4)="02A-"
300 LET Q$(2,8)="03E-"
310 LET Q$(2,11)="03A-"
320 CLS3
330 PRINT "          CHORD-ORGAN"
340 PRINT
350 PRINT"^ Q W E R T Y U I O P @ <- ->"
360 PRINT
370 PRINT"D R M F S L T O R M F S M S M S"
380 PRINT"D A E A O A E O A E A O A C I C"
390 PRINT"H Y   H M H   H Y   H H J A N A"
400 PRINT"                                OL OL"
410 PRINT"                                RE RE"
420 POKE65495,0
430 PLAY"L255"
440 PRINT@352,"
";
450 I=0:GOSUB 510
460 PRINT@340,A$;:PRINT @336,B$;:PRINT@3
32,C$;:C$=B$:B$=A$
470 PRINT@94+I*2,"*"
480 PLAY P$(M,I)+Q$(M,I)+P$(M,I)
490 PRINT@94+I*2," "
500 IF PEEK(337)=255 THEN GOTO 450 ELSE
470
510 POKE 337,255:POKE 329,1:A$=INKEY$
520 IF A$<>" " THEN A=ASC(A$)
530 IF A>7 AND A<10 THEN M=A-7
540 IF A=94 THEN I=1
550 IF A=81 THEN I=2
560 IF A=87 THEN I=3
570 IF A=69 THEN I=4
580 IF A=82 THEN I=5
590 IF A=84 THEN I=6
600 IF A=89 THEN I=7
610 IF A=85 THEN I=8
620 IF A=73 THEN I=9
630 IF A=79 THEN I=10
640 IF A=80 THEN I=11
650 IF A=64 THEN I=12
660 IF A$="" THEN I=0
670 IF A$=CHR$(8) OR A$=CHR$(13) THEN A$
="" :RETURN ELSE RETURN

```



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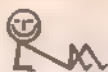
This book is for both beginners and regular adventure players. It explains what an adventure game is, gives a history of adventure games, includes hints on how to play games more successfully and a list of recommended adventures. The main part of the book consists of a series of maps with space for your notes on verbs, nouns, locations, how to pass obstacles - everything the keen adventurer needs in order to keep all those scribbled sheets and notes together in one book. £3.95

Mike and Peter Gerrard are regular contributors to *Which Micro?* and *Personal Computer News*. Peter Gerrard is the author of many titles in the Duckworth Home Computing list, including the *Exploring Adventures* series, and contributes to *Popular Computing Weekly*, *Commodore Horizons* and *Micro Adventurer*.



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## A contrary view

Robert Morgan shows how to determine the inverse of any 3\*3 matrix

This program should be useful for anyone studying A-level maths. The program calculates the inverse of any 3\*3 matrix, providing the inverse exists. The program shows how two dimensional arrays can be used to simulate matrices on a

computer. The inverse is calculated using the co-factor, adjoint method.

The program displays the matrices in a readable way, as they would appear on paper. The program only requires the matrix to be entered at the beginning, in the

way it would be written down.

### Notes

- 100-445 Entering and checking matrix. Initialisation
- 450-600 Calculating & displaying co-factor matrix
- 610-850 Check matrix has determinant: if so determinant is calculated
- 700-820 Calculate & display adjoint matrix
- 830-950 Display inverse of matrix

The program is written in standard Basic and should be easily converted to other micros.

```

100 REM *****
101 REM *
102 REM *      MATRICES 3*3
103 REM *
104 REM *      BY
105 REM *
106 REM *      ROBERT MORGAN
107 REM *
108 REM *      (C) JAN 1984.
109 REM *
110 REM *****
111 PRINT "ENTER VALUES FOR THE MATRIX"
120 DIM A(3,3), AI(3,3), AR(3,3), TA(3,3)
125 FOR F=1 TO 3
130 PRINT "*****", INPUT A(F,1)
140 PRINT "*****", INPUT A(F,2)
150 PRINT "*****", INPUT A(F,3)
160 NEXT F
200 PRINT "THE MATRIX IS AS FOLLOWS :-"
260 PRINT "*****"
270 FOR F=1 TO 3
280 PRINT TAB(10)A(F,1)TAB(15)A(F,2)TAB(20)A(F,3)
300 NEXT F
400 PRINT "***** IS THIS CORRECT ? Y/N"
410 POKE198,0
420 GETA$ IF A$="" THEN 420
430 IF A$="N" THEN RUN
440 IF A$="Y" THEN 450
445 GOTO 410
450 REM CALCULATE CO-FACTOR MATRIX
460 AA(1,1)=((A(2,2)*A(3,3))-(A(2,3)*A(3,2)))
470 AA(1,2)=((A(2,1)*A(3,3))-(A(2,3)*A(3,1)))
480 AA(1,3)=((A(2,1)*A(3,2))-(A(2,2)*A(3,1)))
490 AA(2,1)=((A(1,2)*A(3,3))-(A(1,3)*A(3,2)))
500 AA(2,2)=((A(1,1)*A(3,3))-(A(1,3)*A(3,1)))
510 AA(2,3)=((A(1,1)*A(3,2))-(A(1,2)*A(3,1)))
520 AA(3,1)=((A(1,2)*A(2,3))-(A(1,3)*A(2,2)))
530 AA(3,2)=((A(1,1)*A(2,3))-(A(1,3)*A(2,1)))
540 AA(3,3)=((A(1,1)*A(2,2))-(A(1,2)*A(2,1)))
550 PRINT "THE CO-FACTOR MATRIX IS :-"
560 PRINT "*****"
570 FOR F=1 TO 3
580 PRINT TAB(10)AA(F,1)TAB(15)AA(F,2)TAB(20)AA(F,3)
600 NEXT F
610 REM CALCULATE THE DETERMINANT
620 D=(A(1,1)*AA(1,1))+(A(1,2)*AA(1,2))+(A(1,3)*AA(1,3))
625 IF D=0 THEN PRINT "NO MATRIX HAS A ZERO DETERMINANT - INVERSE DOES NOT EXIST."
627 IF D<>0 THEN 630
630 PRINT "*****"
640 PRINT "THE DETERMINANT OF THE MATRIX IS :-"
650 PRINT "*****"TAB(10)"1 / D"
700 REM CALCULATE ADJOINT MATRIX
710 FOR F=1 TO 3
720 FOR G=1 TO 3
730 TA(F,G)=AA(G,F)
740 NEXT G
750 NEXT F
760 PRINT "*****"
770 PRINT "THE ADJOINT MATRIX IS :-"
780 PRINT "*****"
790 FOR F=1 TO 3
800 PRINT TAB(10)TA(F,1)TAB(15)TA(F,2)TAB(20)TA(F,3)
820 NEXT F
830 PRINT "*****"
840 PRINT "HIT ANY KEY TO CONTINUE"
850 POKE198,0 WAIT195,1 POKE198,0
860 PRINT "THE INVERSE OF THE MATRIX IS :-"
870 PRINT "*****"
880 FOR F=1 TO 3
890 PRINT TAB(10)TA(F,1)TAB(15)TA(F,2)TAB(20)TA(F,3)
910 NEXT F
920 GETA$ IF A$="" THEN 920
930 IF A$="N" THEN RUN
940 IF A$="Y" THEN PRINT "END"
950 GOTO 920

```





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## A cross to bear

**Jonathan Ingleton** presents a simple two-player game of noughts-and-crosses

In this program, for the model B, the boxes on the screen are numbered from one to nine. To enter a nought or a cross in a particular box, simply type in the number of the box.

Notes	
10-100	Title display
120-140	Input players' names
160-190	Draw grid
200-230	Draw numbers
270-280	Draw sequence
310-440	Circle move
450-560	Define circle
600-680	Define cross
860-950	Check for winner
960-990	Output winner

Escape at line 40

```

10 DIM B(9)
20 MODE 7
30 FOR loop=1 TO 9
40 B(loop)=1000+loop
50 NEXT
60 G=0
70 REM 1023-UF 1279-ACROSS
80 FOR s=1 BB 10
90 PRINT TAB(6);CHR$(14);;"NOUGHTS & CROSSES"
100 NEXT :
110 PRINT:PRINT:PRINT
120 INPUT "NAME OF PLAYER 1:"name1$
130 PRINT:PRINT
140 INPUT "NAME OF PLAYER 2:"name2$
150 MODE1
160 REM #DRAW GRID##
170 MOVE $00,300:DRAW$00,900:MOVE700,900:DRAW700,300
MOVE300,700:DRAW900,700:MOVE900,300:DRAW300,300
180 PRINT TAB(12);;"NOUGHTS & CROSSES"
190 PRINT TAB(12);;"- - - - -"
200 REM ##NUMBERS ON GRID##
210 PRINT TAB(10,4);;"1";TAB(16,4);;"2";TAB(22,4);;"3"
220 PRINT TAB(10,11);;"4";TAB(16,11);;"5";TAB(22,11);;"6"
230 PRINT TAB(10,17);;"7";TAB(16,17);;"8";TAB(22,17);;"9"
240 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:TAB(120);;"BY J. INGLETON"
250 go=1
260 IF G <= THEN B=0
270 REM #DRAW SEQUENCE##
280 G=G+1:IF G>7 THEN PRINT "A Draw."$END
290 IF go=, THEN $G=0
300 A$=GET$
310 REM #CIRCLE MOVE##
320 IF A$="1" THEN X=C390:Y=C800:VDU7
330 IF A$="2" THEN X=C600:Y=C800:VDU7
340 IF A$="3" THEN X=C800:Y=C800:VDU7
350 IF A$="4" THEN X=C390:Y=C600:VDU7
360 IF A$="5" THEN X=C600:Y=C600:VDU7
370 IF A$="6" THEN X=C800:Y=C600:VDU7
380 IF A$="7" THEN X=C390:Y=C400:VDU7
390 IF A$="8" THEN X=C600:Y=C400:VDU7
400 IF A$="9" THEN X=C800:Y=C400:VDU7
410 A=VAL(A$)
420 IF B(A) 999 THEN 440
430 GOTO 300
440 B(A)=1
450 DEF PROCc1=c1+r,X=C,Y=C
460 GCOL O,1
470 r=r+70
480 MOVE r=X,C,Y
490 FOR ..=r TO r STEP 4
500 ht=SQR(r^2-x^2)
510 DRAW x=X-C,ht+Y
520 NEXT r
530 FOR ..=r TO r STEP 4
540 ht=SQR(r^2-x^2)
550 DRAW x=X+C,ht-Bt
560 NEXT x
570 go=2
580 GOTO 260
590 REM
600 DEFPROCcross
610 GCOL O,2
620 x=X-50:y=Y+50

```

```

630 MOVE x,y
640 DRAW x=100,y=100
650 MOVE x,y=100
660 DRAW x=100,y,y
670 go=1
680 ENDPROC
690 as=GETs
700 REM z=ACROSS MOVE==
710 IF as="1" THEN x=390:y=800:VDU7
720 IF as="2" THEN x=600:y=800:VDU7
730 IF as="3" THEN x=800:y=800:VDU7
740 IF as="4" THEN x=390:y=600:VDU7
750 IF as="5" THEN x=600:y=600:VDU7
760 IF as="6" THEN x=800:y=600:VDU7
770 IF as="7" THEN x=390:y=400:VDU7
780 IF as="8" THEN x=600:y=400:VDU7
790 IF as="9" THEN x=800:y=400:VDU7
800 A=VAL (As)
810 IF B(A) 999 THEN B30
820 GOTO 690
830 B(A)=2
840 PROCcross
850 GOTO 260
860 REM #CHECK FOR A WINNER==
870
880 GOTO 330
890
900 B(A)=1
910
920 DEF PROCcfc1@f,x,c,y
930 GCOL 0,1
940 r=70
950 MOVE -r+x,c,y
960 FOR x=r TO r STEP 4
970 ht=SOR(-r-2*x+2)
980 DRAW x+x,c,ht+y
990 NEXT x
1000 FOR x=r TO r STEP -4
1010 ht=SOR(r-2*x+2)
1020 DRAW x+x,c,y-h
1030 NEXT x
1040 go=2
1050 GOTO 260
1060 REM
1070 DEFPROCcross
1080 GCOL 0,2
1090 x=-50:y=y+50
1100 MOVE x,y
1110 DRAW x=100,y=100
1120 MOVE x,y=100
1130 DRAW x=100,y
1140 go=1
1150 ENDPROC
1160 as=GETs
1170 REM z=ACROSS MOVE==
1180 IF as="1" THEN x=390:y=800:VDU7
1190 IF as="2" THEN x=600:y=800:VDU7
1200 IF as="3" THEN x=800:y=800:VDU7
1210 IF as="4" THEN x=390:y=600:VDU7
1220 IF as="5" THEN x=600:y=600:VDU7
1230 IF as="6" THEN x=800:y=600:VDU7
1240 IF as="7" THEN x=390:y=400:VDU7
1250 IF as="8" THEN x=600:y=400:VDU7
1260 IF as="9" THEN x=800:y=400:VDU7
1270 A=VAL (As)
1280 IF B(A) 999 THEN B30
1290 GOTO 690
1300 B(A)=2
1310 PROCcross
1320 GOTO 260

```

continued over the page





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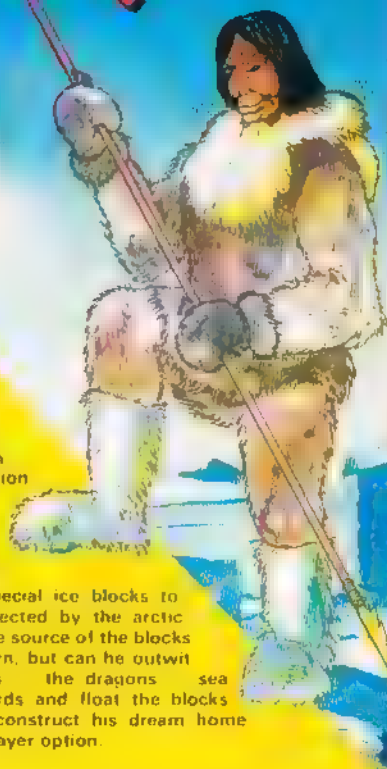
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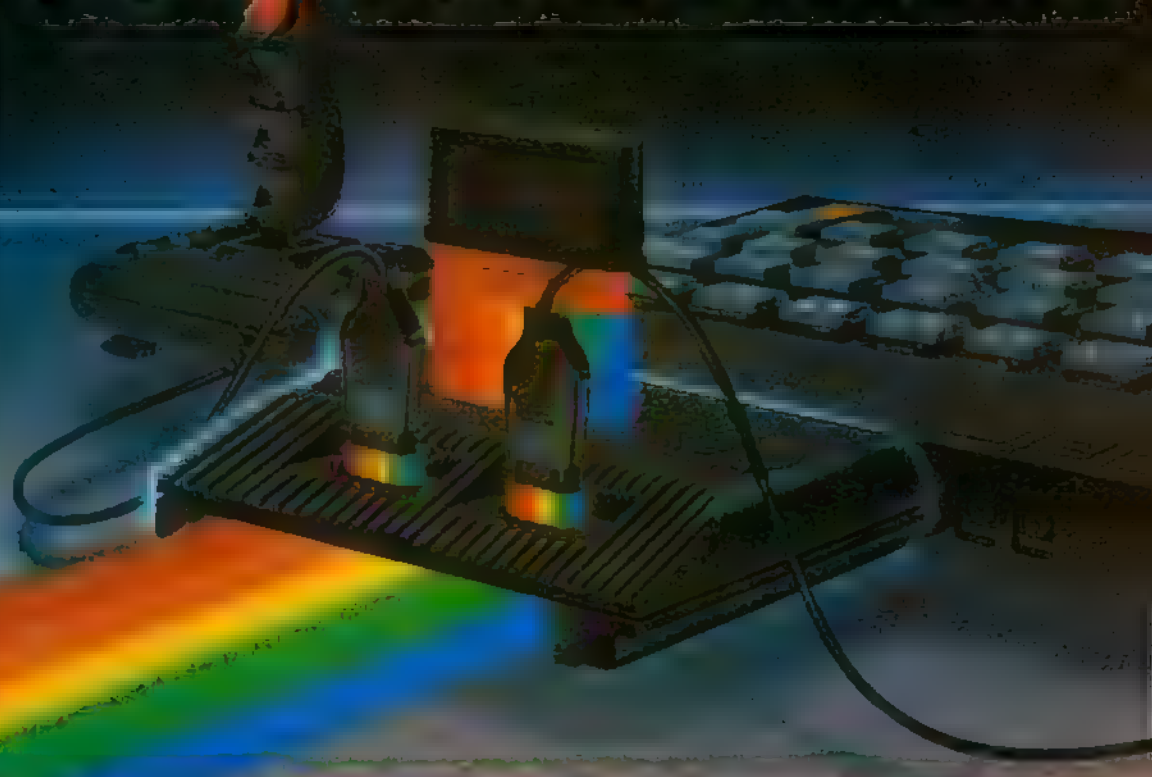
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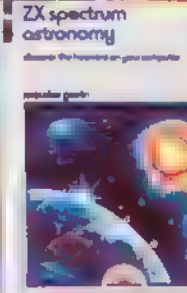
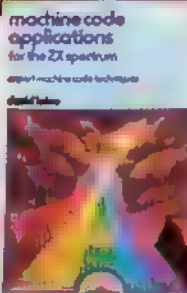
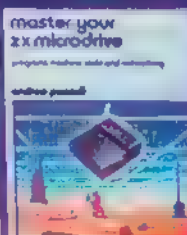
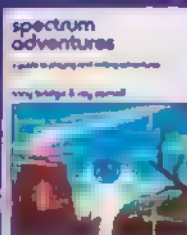
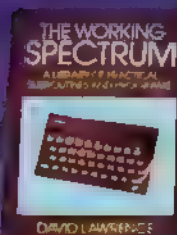


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## Open Forum

**Open Forum** is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed.

## Sound FX

## on Spectrum

The Spectrum is not renowned for its good sound facilities. Compared with the four

voices of the BBC computer the one voice sound seems rather crude. However, some very spectacular sound effects can be programmed in machine code. The listing below consists of several sound programs (and one graphics program) all of which

can be relocated anywhere in *Ram* by just changing the *Usr* address. Each program is held in a separate data statement (lines 100-160).

The programs themselves repeatedly calls the *Beep Rom* routine to produce the sound effects. It is possible to change the initial value of the HL and DE register to change the initial pitch and duration of the notes.

```

10 CLEAR 32381 LET c=0 FOR a=2000 TO 32572 POKE 32692+1 PERM b POKE a,b
LET c=c+PERM PRINT " " PERM b NEXT a

20 IF 19779 THEN PRINT "Error in Data statements" STOP

30 RANDOMIZE USR 32302 REM Colour/paper change.

40 RANDOMIZE USR 32402 REM border change.

50 RANDOMIZE USR 32424 REM Sliding panel.

60 RANDOMIZE USR 2451 GO TO 100 REM men.

70 RANDOMIZE USR 32425 REM EXPLOSION!

80 RANDOMIZE USR 1251 REM quest.

90 RANDOMIZE USR 32441 REM PLY.

100 DATA 62.6,1.229,1.17,0.3,1.0,0.119,1.120,205.181,1.120,254.7
110 DATA 6.40,14.205,1.0,211.254,20.254,20.32,12.121,32.243,5.120,32.237,2
01
120 DATA 1.0,3.33,109,1.17,1.0,229,213,197,205,181,1.120,205.181,3.35,35.11,120,2
54,0.32,201
130 DATA 1.14,1.33,144,1.17,1.0,229,18.205,1.120,205.181,1.120,254.0,32,23
0.1,94,1.17,3.0,197,229,205,181,3.35,1.120,205.181,3.35,35.11,120,254,0.32,201
140 DATA 1.1,1.0,1.0,0.38,0.10,111,229,213,197,205,181,1.120,205.181,3.35,35.11,120,254,7
0.32,201
150 DATA 1.244,1.33,44,1.17,1.0,229,197,205,181,3.35,35.11,120,254,0.32,23
0.32,201
160 DATA 1.127,0.3,109,0.17,1.0,213,197,205,205,181,3.35,35.11,120,254,0.32,201
170 DATA 1.125,0.3,109,0.17,1.0,213,197,205,205,181,3.35,35.11,120,254,0.32,201

```

**Sound FX**  
by N Osborn

## Encryption

on BBC

This program allows you to make your own codes and decode them. It is menu driven

and self explanatory — all the sections are clearly delineated by *Proc* statements.

```

10REM ***9804040712P00014611
20REM *** ENCODER/DECODER ***
30REM *** CL COLIN PRYKE ***
40REM *** MARCH (with 1984) ***
50REM ***0F040712PAK03461203
60MODE?
70A$=""
80PROCMENU
90END
100DEFPROCMENU
110CLS
120PRINT
130PRINTCHR$(10);CHR$(141);"ENCODER/DECODER"
140PRINTCHR$(10);CHR$(141);"ENCODER/DECODER"
150PRINT
160PRINT
170PRINTCHR$(131);"...ENCODE MESSAGE"
180PRINT

```

```

190PRINTCHR$131:"2...DECODE MESSAGE"
200PRINT
210PRINTCHR$131:"3...EXIT"
220PRINT
230PRINTCHR$130:"Input your choice"
240REPEAT
250B$=INKEY$(0)
260UNTIL B$="1" OR B$="2" OR B$="3"
270IF B$="1" PROCDECODE
280IF B$="2" PROCDECODE
290IF B$="3" PROCEXIT
300ENDPROC
310DEFPROCDECODE
320CLS
330PRINT
340PRINTCHR$130:CHR$141:"ENCODE MESSAGE"
350PRINTCHR$130:CHR$141:"ENCODE MESSAGE"

```



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# Open Forum

```

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370PRINT
380PRINTCHR$131:"1...INPUT MESSAGE"
390PRINT
400PRINTCHR$131:"2...SCRAMBLE MESSAGE"
410PRINT
420PRINTCHR$131:"3...MAIN MENU"
430PRINT
440PRINTCHR$132:"Input your choice"
450REPEAT
460B$=INKEY$(0)
470UNTIL B$="1" OR B$="2" OR B$="3"
480IF B$="1" PROCINPUT
490IF B$="2" PROCSCRAMBLE
500IF B$="3" PROCMENU
510PROCENCODE
520ENDPROC
530DEFPROCINPUT
540CLS
550PRINT
560PRINTCHR$130:CHR$141:"INPUT MESSAGE"
570PRINTCHR$130:CHR$141:"INPUT MESSAGE"
580PRINT
590PRINT
600PRINT
610PRINTCHR$131:"Input your message"
620PRINTCHR$133:INPUTA$
630FOR A=1 TO LEN(A$)
640IF MID$(A$,A,1)<(CHR$64 OR MID$(A$,A,1))
    CHR$90 THEN PROCINERR
650NEXT
660ENDPROC
670DEFPROCINERR
680IF MID$(A$,A,1)=CHR$32 THEN ENDPROC
690PRINT
700PRINTCHR$135:"Input Error!!!"
710PRINT
720PRINTCHR$135:"A-2 + @ ONLY!!!"
730PRINT
740PRINTCHR$132:"Hit any key"
750REPEAT
760B$=INKEY$(0)
770UNTIL B$()""
780PROCINPUT
790ENDPROC
800DEFPROCSCRAMBLE
810CLS
820PRINTCHR$130:CHR$141:"SCRAMBLE MESSAGE"
830PRINTCHR$130:CHR$141:"SCRAMBLE MESSAGE"
840PRINT
850PRINT
860PRINT"1...RANDOM SCRAMBLE"
870PRINT
880PRINT"2...USER DEFINED SCRAMBLE"
890PRINT
900PRINT"3...MAIN MENU"
910PRINT
920PRINTCHR$132:"Input choice"
930REPEAT
940B$=INKEY$(0)
950UNTIL B$="1" OR B$="2" OR B$="3"
960IF B$="1" PROCRCSCR
970IF B$="2" PROCDCSCR
980IF B$="3" PROCMENU
990ENDPROC
1000DEFPROCRCSCR
1010C=INT(RND(26)+64)
1020IF C(66 OR C)90 THEN PROCRCSCR
1030PROCSCRMES
1040ENDPROC
1050DEFPROCDCSCR
1060CLS
1070PRINT
1080PRINTCHR$130:CHR$141:
    "USER DEFINED SCRAMBLE"
1090PRINTCHR$130:CHR$141:
    "USER DEFINED SCRAMBLE"
1100PRINT
1110PRINT
1120PRINTCHR$131:"Input character to be A"
1130REPEAT
1140B$=INKEY$(0)
1150UNTIL B$<CHR$64 AND B$<(CHR$9)
1160C=ASC(B$)
1170PROCSCRMES
1180ENDPROC
1190DEFPROCSCRMES
1200CLS
1210PRINT
1220PRINTCHR$130:CHR$141:
    "SCRAMBLING MESSAGE"
1230PRINTCHR$130:CHR$141:
    "SCRAMBLING MESSAGE"
1240PRINT
1250IF A$="" PRINTCHR$135:"NO MESSAGE!!":
    TIME=0:REPEAT UNTIL TIME>100:PROCENCODE
1260MES$=""
1270MES$=CHR$(C)
1280C=C-64
1290FOR A=1 TO LEN(A$)
1300C=MID$(A$,A,1)
1310C=ASC(C)
1320IF D=32 MES$=MES$+"@":NEXT
1330D=D-64
1340IF D+C>26 THEN E=(D+C)-26 ELSE E=(D+C)
1350E=E+64
1360C$=CHR$(E)
1370MES$=MES$+C$
1380C$=""
1390D=0
1400E=0
1410NEXT
1420PRINT
1430PRINT
1440PRINTCHR$131:"Encoded Message:"
1450PRINT
1460PRINTCHR$132:MES$
1470PRINT
1480PRINTCHR$131:"Do you want it printed"
1490REPEAT
1500B$=INKEY$(0)
1510UNTIL B$="Y" OR B$="N"
1520IF B$="Y" THEN PROCPRINT
1530ENDPROC
1540DEFPROCPRINT
1550VDU2
1560PRINTMES$
1570VDU3
1580ENDPROC
1590DEFPROCEXIT
1600CLS
1610PRINT"!!!!!"
1620PRINTCHR$131:"Byee!!!!!!!"
1630END
1640ENDPROC
1650DEFPROCDECODE
1660CLS
1670PRINT

```

continued on page 39 ▶



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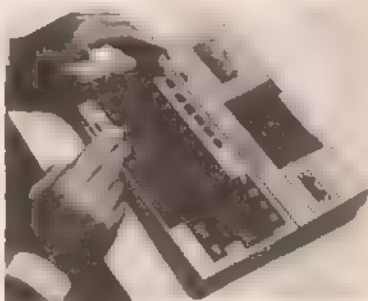
Send us the program listing, written in BASIC (not machine code), preferably on a cassette.

Include a short synopsis of the object of the game or puzzle, a brief description of what should happen when the program is run and an indication of the level of difficulty.

All entries will be acknowledged, and must be received by July 30th. Those entries included in the books will carry the names of the authors and remain their copyright.

Please send your entry to:

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These two books will be published by Times Books and Sidgwick & Jackson on 31st October 1984.

# Open Forum

```

1620PRINTCHR$130:CHR$141:"DECODE MESSAGE"
1690PRINTCHR$130:CHR$141:"DECODE MESSAGE"
1700PRINT
1710PRINT
1720PRINT
1730PRINTCHR$131:"1... INPUT MESSAGE"
1740PRINT
1750PRINTCHR$131:"2... DECODE MESSAGE"
1760PRINT
1770PRINTCHR$131:"3... MENU"
1780PRINT
1790PRINTCHR$132:"Input choice"
1800REPEAT
1810B$=INKEY$(0)
1820UNTIL B$="1" OR B$="2" OR B$="3"
1830IF B$="1" PROCINPUT
1840IF B$="2" PROCDECODE
1850IF B$="3" PROCMENU
1860PROCDECODE
1870ENDPROC
1880DEFPROCDECODE
1890CLS
1900PRINTCHR$130:CHR$141:"DECODING"
1910PRINTCHR$130:CHR$141:"DECODING"
1920PRINT
1930PRINT
1940IF A$="" THEN PRINT"No message!!!":

```

```

TIME=0:REPEAT UNTIL TIME=100:PROCDECODE
1950MES$=""
1960B$=MID$(A$,1,1)
1970C=ASC(B$)
1980C=C-64
1990FOR A=2 TO LEN(A$)
2000IF MID$(A$,A,1)="" THEN MES$=MES$+"
":NEXT
2010D$=MID$(A$,A,1)
2020D=ASC(D$)
2030D=D-64
2040IF D-C(1 THEN E=(D-C)+26 ELSE E=(D-C)
2050E=E+64
2060B$=CHR$(E)
2070MES$=MES$+B$
2080NEXT
2090PRINTCHR$131:"Decoded message=":
2100PRINT
2110PRINTCHR$132:MES$
2120PRINT
2130PRINTCHR$131:"Do you want it printed"
2140PRINT
2150REPEAT
2160B$=INKEY$(0)
2170UNTIL B$="Y" OR B$="N"
2180IF B$="Y" PROCPRINT
2190ENDPROC

```

**Encryption**  
by David Pryke

## Microradio

GW6JJN



### Portable station

**M**icroradio has recently devoted a great deal of time to software and, to keep the balance, this week and next week will deal with hardware. A very special and highly desirable piece of hardware. The Tandy TRS-80 Model 100 portable computer.

Mr V Moore of the Tandy Corporation, Tameway Tower, Bridge Street, Walsall, West Midlands, kindly loaned Microradio their new Model 100 in order to explore the possibilities of using the machine in Radio Computing.

This is obviously an aspect that is close to their heart, because Tandy are also a supplier of radio equipment and aerials, etc.

Although the Model 100 is a portable computer, its facilities are not limited. In fact, there are very few home computers around that can match its power. But, a machine like this comes into its own when it's out and about. One of the things about operating a portable station on top of a mountain, either during a contest or just for the sheer fun of operating, is the tedium involved in keeping a note of the log. I was quite prepared to write a program for the Model 100 to do this for me. No need. In the software that comes in Rom is a program called *Address*. This is a database where names and call-signs can be entered and referred to immediately.

The next most useful thing

to have in a contest is a 'duper' program. That is a program into which I can enter the call-sign of a station to see if he has been contacted before, ie, a duplicate. As the Model 100 has a very good Microsoft Basic in Rom, this was no real problem. Once the program has been written, it remains resident in the computer. So does the information entered. The machine has a cassette interface, but I never needed to use it once. The machine on loan was a 32K.

Another facility available is the inbuilt word processor called *Text*. I am using it now to write the column and, as I am perfectly honest, I don't know how I'll get on without it. Have to start saving the £645 that the Model 100 costs.

When one is out on a mountain, there is always a chance of dropping the thing. I must admit that I didn't test this aspect of the Model 100 for ob-

vious reasons, but I'm assured that it is a very rugged machine.

So far, I've covered the data processing aspect of computing for radio users as far as the Model 100 is concerned. Next week, I'll cover the interfacing and special unit that can be attached to it so that direct radio communications can be made.

At this point I must mention an urgent plea from Dave West G4SHQ of 129 Old Stoke Road, Aylesbury, Bucks, HP21 8DG, who would very much like to hear from Memotech 500/512 users interested in radio.

Ray Berry GW6JJN

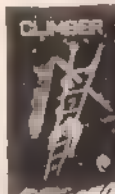
This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, Microradio, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



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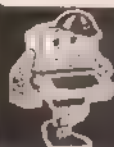
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# Open Forum

## Merge

### on Dragon

This program gives the Dragon a *merge* command. The command is used to

combine two programs together. Once routine is loaded it can stay in the Dragon until turned off. The command is used as follows:

Load routine and execute & h2220 if not already done.

Load program A. Type "MO". ENTER. Load program B, with the line numbers greater than the highest in program A. Type "MF". ENTER. LIST.

PAGE 11 MERGE

```

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Merge  
by R Newby

# Arcade Avenue

## Test of time

When you pay for a program how do you decide what is worth buying? Do you go by the reviews, the packaging, the reputation to the company, the recommendation of friends or because you have seen the game in action somewhere? The problem with the first three at least is that the quality of computer software is progressing by leaps and bounds. How can we predict the life span of a game or be sure that it's really worth buying several months after its initial launch? This is especially true of the long staying programs, such as the apparently evergreen *Football Manager*, which sometimes reappears on different computers months or even years after their original release. Occasionally therefore, I intend to look back at some of the great games that have been released to see how they have stood the test of time.

For the next couple of issues I'm going to concentrate on the range of cassettes offered by

Ocean. Although rarely given the critical acclaim of the likes of Ultimate or Matthew Smith, Ocean have had an outstanding run of success with one or two of their releases appearing in every software chart for many months. Although they have a collection of lesser known games hidden in their past, doubtless scrappy versions of *Frogger* and *Centipede* amongst them, Ocean first made a real impact on the software scene with their release of the more ambitious *Kong*.

*Donkey Kong* was possibly the first reasonably complex multi-screen arcade game to be transferred to the Spectrum. As is the way with unoriginal games, many software companies issued versions at the same time but in the charts Ocean won hands down. *Kong* remained in the Spectrum top ten for many months. The success was based on reasonably slick pixel scrolling graphics (the exception rather than the rule at the time) and a faithful reproduction of most of the elements of the original. This was a formula that Ocean have improved and

built upon since.

However, looked at in retrospect *Kong* is a rather dated program. I don't think Ocean themselves would deny that a definitive version for the Spectrum is yet to appear, indeed if Ocean were to do it again they would spend a lot more time on the graphics if nothing else. The biggest disappointment is the small stick man size of Mario and I am waiting with interest for the Atarisoft version to see what they can do. Still with a likely cost of £15 I don't think Ocean's sales department will lose much sleep.

The next release from Ocean was *Mr Wimpy*, based on *Burgertime*, and fully reviewed in an earlier issue of PCW. This program gave the first clue of the sheer quality of the copies that Ocean were to produce and remains one of my favourite games. Realising the goldmine of this formula, *Mr Wimpy* was soon released for other micros namely the CBM 64 and BBC. As is to be expected the graphics in the Commodore version are slightly better than in the Spectrum as is the sound, although unfortunately the op-

portunity for adding a full musical soundtrack has not been taken up.

By the time *Hunchback* was released, the customers were waiting with bated breath and it leaped into the number one spot. In many ways this is the epitome of Ocean's art — as perfect a copy as you could ever hope to achieve on the Spectrum. The Commodore version is better still, due to the inclusion of the wonderful opening screens where Quasimodo hops along the bottom of the wall — something that would be difficult to achieve on the Sinclair machine because of the colour resolution problems.

Next week I will continue this look at the more recent games released by Ocean including some original games.

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame) then write to: Tony Kendle, Arcade Avenue, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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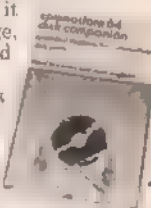
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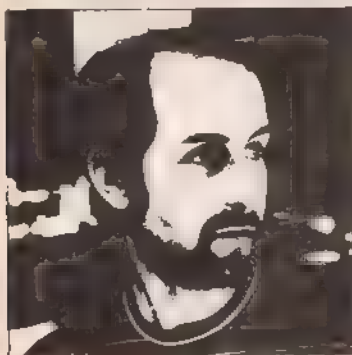
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POPULAR COMPUTING WEEKLY



# Tony Bridge's Adventure Corner



## Phases of the moon

**N**ews this week of two long-awaited adventures. The first is from Carnell Software. At last, *Wrath of Magra* has begun to be shipped ■ the first of 10,000 advance customers.

The price of £12.95 seems very fair, including as it does, three large programs ■ a stout box, with an instruction booklet, and on top of all this, the 158-page *Book of Shadows*. ■ writing this, Stuart Galloway and Roy Carnell have expanded on the *Legend of the Third Continent* which was started in *Volcanic Dungeon* and continued ■ *The Black Crystal*.

The book makes exciting and involved reading, with stunning illustrations by Emmanuel, and is required reading if you wish to play the adventure to full effect. The latter part of the book includes ingredients for spells which you will have to make up during your struggles against the evil forces. There is also a Grimoire of Fantastic Monsters that you will meet in the mines beneath the Black Mountains, as well as a glossary of Enchanted Treasures.

*Wrath of Magra* is in three episodes. The first part is taken up with your search for equipment, treasures and spell ingredients. The customary adventure format is followed, with the location being shown in graphics, and text scrolling up beneath the picture. On the right of the screen is a table of important information which remains on-screen during ■ three episodes. It includes details of your strength, both physical and spiritual, the number of wounds you have sustained in combat, and the time, which is an important variable in *Magra*.

Passing time ■ also represented by ■ display of the phases of the moon — you'll need to keep an eye on these all the time you're playing. The pictures at each location also reflect the time of day.

After the first part of the adventure, the player can move on ■ the mines beneath the Black Mountains, where spells can be cast and one or ten monsters fought, whilst building up faith for the third and hardest

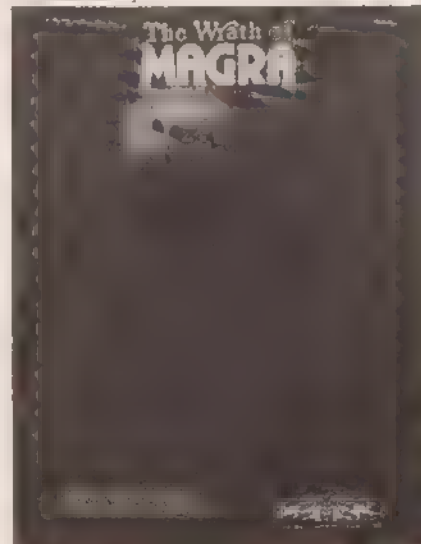
part.

The latter episodes will be familiar to devotees of *Volcanic Dungeon*, and as in that program, maps are supplied to help the player around the caves and chasms of Magra's Kingdom.

The package is impressive, and the game is a good one which will keep the player occupied for many weeks. Graphics are very quickly drawn, the routines being written in compact machine-code, though the text processing is rather slow. The wrong part of this has been speeded-up — that is, key "auto-repeat" is set to ultra-fast, and I found myself having to backspace far too often ■ delete mis-typed letters.

However, *Wrath of Magra* can be heartily recommended; and there is even a competition for four Enterprise computers with colour TVI — and a pile ■ colour TVs waiting for the runner-ups. Not only this, but the player gets several examples of the Carnell Spelling Errors!

The other important adventure release this month, and one which should last for several more months, is *Lords Of Midnight*, from Beyond Software. This package, too, is enhanced by excellent documentation,



as in ■ Beyond programs, which takes the form ■ a 30-page booklet. This is in two parts — the instructions and 19 pages from *The Book Of Midnight*. As with *Magra*, this sets the scene for the game.

The novel ■ part of a "novel" prize! A copy may be taken on a printer of each screen along the way to the defeat of Doomdark, and the first player to achieve this feat may have his screen copies incorporated into the first-ever computer-generated novel.

*Midnight* ■ written by Mike Singleton, a well-known figure on the British Play-by-Mail scene, and author of several games for Postern. ■ this adventure, he has pioneered

red a technique called "Landscaping", his term for the graphics used. As your character walks around the land of Midnight, the landscape changes constantly, just as if you were actually walking through the countryside — to achieve this, no less than 32,000 different panoramic views have been created. You, the player, may choose to control any one, or all, of four characters.

The game is a graphic adventure, and is a little similar to *Velhalla*. There are no puzzles to be pondered over — only four main commands have to be mastered: *Look* will display the scene as it looks to the character you are controlling, and movement is accomplished by the usual N, S, etc. *Move* will keep the players going ■ the present direction. While the graphics are on-screen, there is only a small space available for information to the player, and the *Think* command clears the screen to allow more detailed data about the player's character to be shown.

*Choose*, the final command, presents the player with a list of special options not available with the other commands. These options will reflect the basic personality of the character being controlled; thus, a cowardly character is unlikely to be able to perform brave deeds, although they may occasionally be offered.

The mechanics of the game are rational — that is, movement through a forest will be slower than across a plain. Castles may offer shelter or harbour enemies and mountains will prove exhausting to cross. There are many other such features dotted about the landscape, and each will possess its own unique properties. Although there are several items to be picked up, each of which may be of help in the Quest, the basic premise of the adventure is combat with the enemy armies.

The Grand Elf has only seen a "super-demo" so far, which doesn't include the whole game, but the graphics are superb, with heraldic devices being shown on-screen for each character, and a beautiful Olde-English script. It's obviously going ■ be an outstanding success.

*The Wrath of Magra* and *Lords of Midnight*, with their exciting packaging and epic scenarios, are going to make this summer a very busy one!

This series of articles is designed for novices and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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# Peek & Poke



## AMSTRAD MONITOR

Paul Smith of Cheam, Surrey writes:

**Q** My problems may seem a little strange since they concern the new Amstrad computer which has yet to be launched, but I hope from the information available about it you can help me.

- 1) What size is its monitor?
- 2) May other computers work with its monitor?
- 3) Can the Amstrad work with conventional T.V's?
- 4) What is Amstrad's address?

**A** I hope that you found the review of the new Amstrad computers in the April 25th issue useful. Although this machine is not yet launched it does seem destined for a good future in the UK market.

It has a 14" monitor which is an integral part of the machine. As far as I know there are no plans to sell the Amstrad computers without the monitors. It is therefore unlikely that you would want to interface it to a standard TV set, although you could if you needed to. For further information on this range of computers you should write to: Amstrad Consumer Electronics, Brentwood House, 169 Kings Road, Brentwood Essex CM1 4EF.

## COLOURED CIRCLES

Kevin Whitley, of Pendine Park, Gwernsylvil writes:

**Q** About three months ago I bought a Sinclair Spectrum 48K computer. Can you tell me how to colour in

circles quickly without using User-defined graphics?

**A** The lack of a *Fill* command on the Spectrum is one of the most annoying features of the machine. The most common method of achieving a solid circle in Basic is to either draw a number of circles (raising the radius by 1 each time until the correct size is reached), or to *Poke* the appropriate bytes in the attributes file with the required *Paper* colour.

Games which employ static pictures, such as the *Hobbit*, use machine code routines to achieve the rapid filling that you have no doubt seen.

My advice to you would be to look for a book containing a machine code *Fill* routine such as *Supercharge Your Spectrum* published by Melbourne House.

## DIFFERENT SCREENS

Ian Deacon of Thurmaston, Leicester writes:

**Q** I am right in the middle of writing a program which features 20 different screens, each of which needs 4 UDG's to build up that particular brand of alien, this is a total of 80 in all. Then I need a further 45 UDG's for explosions, backgrounds etc. This is a total of 125 UDG's.

My problem is that the Spectrum only supports 21. I have heard that it is possible to have 55 different sets of UDG's in memory at once, by *Poking* them into different areas of memory, then by *Poking* to that address you can switch between any of your sets, thus allowing up to 1155 UDG's in memory at any one time. As I only need 125 this should present no problems, but how do I go about *Poking* in these characters and then switching between them? Finally, how much memory would 15 UDG's roughly take up?

**A** Let me answer your questions in reverse order. Each UDG takes up 8 bytes of memory, one byte for each row of pixels defined. Therefore, 15 UDG's would take up 120 bytes of memory.

The method of setting up a User Defined Graphic on the

Spectrum is well known, what is less well known is the method of extending the UDG facility in the way you require.

As you require a total of 125 UDG's, you will need to reserve 1000 bytes of memory to store them in. You do this by using *Clear*, as you would if you were using a machine code subroutine. To set up your UDG's you follow the same procedure as normal, except that the bounds of the *For... Next* loop refer to the memory locations in which you are going to store the graphic characters, ie, if you are going to store your UDG's in locations 63000 to 63999. Then the code might look like this

For i = 63000 TO 63999: Read a: Pore i.a: Next i

This assumes that you have your UDG's defined in *Data* statements in the normal way. Then when you want to use one of your graphic sets you would like *Poke* 23675 and 23676 with the start address of the particular set you wanted, eg, set 1 would be at address 63000, set 2 at address 63168 (if there were 21 of them), and so on. In your case you will need to organise your graphic sets carefully as you will still only be able to access 21 UDG's at any one time. Best of luck with the game.

## OUT OF SERVICE

J Van Hecke of Eeklo, Belgium writes:

**Q** I have recently purchased a Simon's Basic package for my CBM64. I am quite pleased with it, but I discovered that some programs, particularly those containing machine code, do not work when the package is plugged in. I wonder whether there is any way of taking the package out of service without having to remove it every time, since fre-

quent removal and refitting won't do the cartridge contacts any good.

**A** The only answer I can give is no. It seems a common feature of cartridge Rom software, interfaces, and sideways Roms that there are almost always problems associated with running machine code programs. This is normally because the programmer has used a piece of memory reserved for the interface, or superseded by the extra Rom. I am afraid that you will have to keep on removing your cartridge when you want to play these games.

## PRICE REDUCTION

Ian Davies of Sutton Coldfield writes:

**Q** I have owned a Dragon 32 for some time, and am now intending to buy either an Electron or a BBC 'B'.

I have heard that these machines are to be reduced in price, to £130 and £250 respectively. Do you know if this is true? Secondly, will I be able to use the same printer on the Acorn machine that I do now with my Dragon?

**A** I haven't heard of the price drop you mention. I don't think such a cut is likely to occur soon... but that probably means it will happen the day after this is published.

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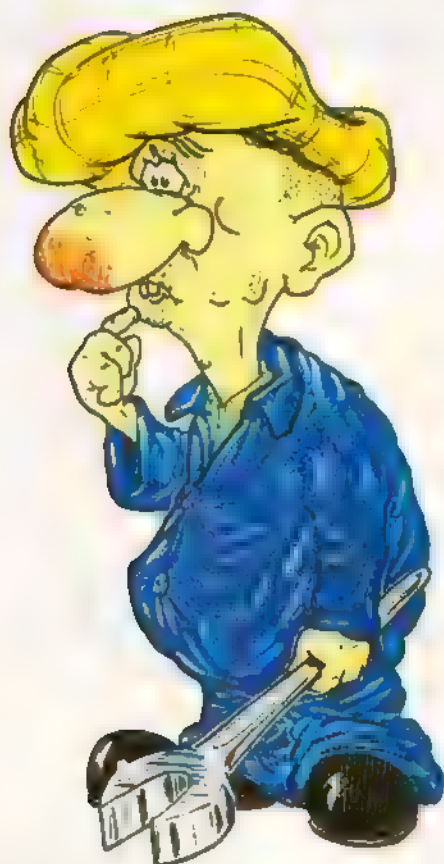
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01-437 4343**

**BARCLAYCARD  
VISA**

#### L.G. PROGRAMS

Urgently require original high quality arcade games programs for the Commodore 64 and the 1648K Spectrum. We are looking for M.C. programmers to work to our specifications on the Spectrum and Commodore 64.  
For high royalties and initial payment contact:

**THE SOFTWARE MANAGER,  
L.G. PROGRAMS,  
23 Newall Tuck Road,  
Chippenhams, Wilt. SN15 3NE.**

#### WANTED

National semi-conductor chip - MM 57109/MOS.  
Attractive prices paid  
Weighpack Ltd.,  
Tel: 052789 2061.

**HELP?** Have you written any good arcade adventure or strategy games? Your program could be better than you realise. We will give you free appraisal and help with marketing. Don't hesitate! Send tapes with instructions for quick reply to 4TH DIMENSION, UNIT 4, 4TH AVENUE, BLUEBRIDGE, HALSTEAD, ESSEX.

**INTERESTED** in helping us manufacture blank cartridges compatible with QL Spectrum micro-drives? Free post: PO Box 8, Lowestoft, Suffolk NR32 1BR (0502) 515881.

**WANTED** 48K Spectrum or CSM 64. Swap for CB Robot 240 Sirel Power, Echo Power, Mike and all accessories. Write to M R Ross 41, Cumbrian Ave, Stronsal, York.

**WANTED TRS80 Model II** 48K, prefer top quality good condition. Phone 0256 22075 any time. B. Baker Can be collected.

**PROGRAMMER** required. Experience in 85-02 machine code, Apple, Atari, Commodore computers, Medical Electronics and programming (preferably immunology). English and one European language essential. Tel: 01-748 7478.

#### AGENTS WANTED

To supply hardware in future to clubs, homes, schools, etc.  
Up to 35% commission  
£20.00 worth of free software with your first accepted order.  
Send for details to Home Base Micro Suppliers, 4 Queenswood Avenue, Northampton.

**WANTED:** Used original software all popular computers, any quantity. Send list for immediate cash offer. Computamart, 195 Seabourne Road, Southbourne, Bournemouth Dorset.

#### Computer Swap 01-437 4343

Free readers entries to buy or sell a computer.  
Ring 01-437 4343 and give us the details.

#### Spectrums for sale

**48K SPECTRUM** under guarantee Kempston Joystick interface, tape recorder, dust cover. £200 of s/w. books mags £150 Tel: (0322) 524899.  
**SPECTRUM S/W** for sale £68.00 Sell £25.00 for 12 games. Oxford 68037  
**SPECTRUM 48K**, £75.00. Tel: East Kilbride 48432

**48K SPECTRUM** + software including all Imagine, Ultimate, Horse series + Hobbit, Scrabble and Valhalla. Total value over £500 selling for only £200 or swap for Commodore 64 or BBC Tel: 553 3571

**SPECTRUM SOFTWARE** for sale Pssst! £3.00 Jumping Jack £3.00 Galaxy Attack £2.50 Valhalla £8.00 Telephone (021) 742-3840 Can post + 25p.

**48K SPECTRUM**, Master Unit, Kempston Interface with Quickshot Joystick, Reset switch plus over 100 games including latest titles to sell to highest bidder Ring Wrexham 359506 after 4pm

**ORIGINAL SPECTRUM SOFTWARE** for sale. Valhalla, H.V.R.G., The Cult, £10.95 each. E.T.X. or Starship Enterprise £4.00 each or swap for Stonechip programmable Joystick Interface Tel: Hesketh Bank (STD 077473) 4952 after 6pm

**48K SPECTRUM** Alphacon 32 printer Kempston Joystick Over £200 software including latest titles - Sell for £200 or swap for Acorn Electron 72, Hall Street, Mansfield, Notts

**SPECTRUM 48K** with fuller keyboard + complete tape recorder + £40 worth of s/w £110 vgc Tel: 01 373 0481. Guy **SPECTRUM S/W** CRB, Transyl Tower, Knights Quest, Sorcerer's Castle, Golden Apple, Planet of Death, Pedro, Ground Attack, 3D Desert Patrol, All C3, Primania C5, Hunter Killer £4 Tel: Ripley 42759

**48K SPECTRUM** (manuals and leads) Boxed. Kempston Joystick interface; also Joystick (suitable for Atari, Vic-20; excellent condition; 8+ months guarantee; all for £115.00. Some games and magazines absolutely free Mr Patel, 78, Bowmans Ave, Wembley, Middlesex HA9 4QP

**SPECTRUM ORIGINALS** inc. Atic Attack, Football Manager, Glaxypens, Snooker, Golf, Phoenix Mined Out! Half price postage paid. Tel Bourne End 23797

**SWAP** Private Cove for Mission Impossible Tel: 661980 Swanley

**48K SPECTRUM** DK Tronics keyboard Joystick - programmes - interface. Ferguson Cassette Recorder + books. Lots of s/w £350. Sell for £225. Or swap for CBM 64 + C2N Tel: 07048 71751

**48K SPECTRUM** boxed complete with manuals, leads, s/w etc. Offers £35.00 Tel: Earlswood 2143 after 6pm

**48K SPECTRUM** 1 year old Microdine + Interface DK Tronics keyboard Over 100 arcade + Utilities £350. Or well split Tel: Oxford 735864

**SPECTRUM 48K** DK Tronics keyboard Telesord Alfacom printer + lots of s/w £180 Tel: Oxford 770 730

**48K SPECTRUM** + printer (ZX) Kempston Joystick Interface over £150 of s/w books £200, 2 months old with tape recorder Tel: 021 459 9052

**S/W SPECTRUM** games £80.00 Slough (75) 30224 after 6pm

**48K SPECTRUM**, with programmable Joystick 1/tac competition-pro Joystick £50 s/w. Lots of mags, Giant books of Spectrum games. Price as new. £280 offers £180. Tel: Horncastle 6270

**SPECTRUM S/W** £2.50 each Tel: Watford 21712

**ZX SPECTRUM 48K**, Interface I + II microdine and 3 cartridges Printer + speech synthesiser + lots of s/w and books. Offers welcome Phone (Kilbarhan) 2288

**SPECTRUM 48K**, ZX printer, cassette recorder, Kempston Joystick, interface computer console case, 25 cassettes, 5 professional books, 6 months old. £350 for quick sale. Further reduction will be made. 01-586 7096.

**48K SPECTRUM** full FDS keyboard, Sinclair Printer including 5 rolls of paper recorder + lots of s/w Sell £210.00 Tel: Wrexham 751549

**48K SPECTRUM R**, Full size keyboard with number pad Over 90 tapes Sell for £250.00 Tel: 01 882 5919

**SPECTRUM S/W** for sale. As new. Originals inc. Hobbit, Games Designer, Scrabble, Slope £8.00 each. Many more recent titles. Wudmore 712564  
**SPECTRUM SOFTWARE** for sale or swap. Latest includes, Codename Mat, Jet Set Willy, etc. Wansd Stonkers, Urban Upstart. Ring 01-864 0459 after 6pm

**SPECTRUM SOFTWARE** for sale. All originals as new. Flight simulation, chess, trasyvarum tower, football manager, rescue, terror, daktai, limogale, zoom, £3.95 each. Many more recent titles. Tel: Wudmore 712564

**SPECTRUM SOFTWARE** for sale. Valhalla; £9.00, Flight Simulation £5.00 Primania; £8.00, and others. Tel: Glasgow 041-772 3167 (evenings) ask for Peter

**SPECTRUM S/W** The Black Hole, cassette 50 Tel: 0259 60 040 after 6pm  
**48K SPECTRUM** 2 pieces of s/w Lunar Jetman, volcanic! Full documentation 2 weeks old. £120 Tel: 021 551 6178 Barry Eason

**SPECTRUM TAPES** for sale or swap. Valhalla, Games designer, urban upstart, Arcadia, Atic Atac, Armageddon, Pharaoh's Tomb, Zoom, Jet Set Willy and more send s.w.s. with list all tapes are original (perfect)

**FOR SALE** Spectrum s/w 16/48 magazine tapes 01, 02 and 03. £1.20 each. Tel: 01-800 6767 after 7pm or weekends

**SELL OR SWAP** Spectrum software quilt £9.50 power graphics (inc. screen overlay and pen) £8.00 Zaxxon £4.50 Atic Attack £3.00 or £22.00 the lot! Tel: 0276 28397 (all originals)

**48K SPECTRUM** Software Hobbit (comp) Invaders Penetrator Golemman AticAtac Spectral Quadcube FlightSimul Terror Daktai Espionage + Island £60.00 or swap 48K Printer plus?? Offers Copley 65 Station Road East Ash Vale Surrey GU12 6LT software in mini condition

**SPECTRUM SOFTWARE** Hobbit, Valhalla Masterfile 19.50, Joltapack, Stonkers, Alchemist, Mountains of £30.00 Others include V-File, Golden Baton, Hunchback, Chess, The Valley. Tel: 01 907 6520 (Richard)

**SPECTRU, ZOOM** and Eye of Star Warrior. Both for Trashman or any level of adventure (originals) Shell Make Money have left £10,000, right £1,000. Others 50/50 Tel: 0333 23159

**48K Spectrum**, Kempston interface, software, including Hobbit, Valhalla, Atic Atac, Hurg Alchemist, Chequered Flag Bugbore, Manic Minor, Jet Set Willy, 3D Ant Attack, Flight Simulation, and many more. Phone 08205 24506

**48K SPECTRUM**, manuals, leads, amplifier and lots of software (mostly Basic) Swap for GBM64 or any Atari model (48K) Manual and leads required. Tel: B'ham (021) 3579452 after 5pm

**SPECTRUM** interface II, six Ram cartridges Only sell all together for £50.00 Worth £110 Phone Crawley (0293) 24048 anytime

**SPECTRUM 48K** items, powerpack, leads, 2 manuals - all brand new, £12 plus introductory tape for the lot or split or swap for Spectrum programmable interface. Phone 011 485 9525 after 5pm or weekend

**48K SPECTRUM** fuller FDS keyboard printer 5 rolls of paper tape recorder. Lots of s/w. £210.00. Tel: Wrexham 757549





## Tandys for sale

**AQUARIUS 20K** + utopia + tron + astrosmash cost £140. Sell £80 or swap Spectrum 48K. Write A. Cooper, 267, Braehend, Bonhill, Alexandria, Dumfriesshire G83 9NE

**TANDY VII** line printer for sale. Similar to Seikosa GP100, interfaces, dot matrix, tractor paper feed, hardly used. £105. Tel: (090) 567488 after 6pm.

**TANDY colour computer 16K** extended. Basic, all leads + manuals, joystick, 5 Ram cartridge, 4 cassette games, US mags. £225. Tel: 0695 4422073. eves. W. Lanes.

**TANDY TP10** thermal printer 40 column still new boxed £30 ono. Model III visual and super script! £75 each ono. TFS80 16K extended Basic colour computer £125. 0474 26156 after 7am.

**AQUARIUS** Home computer with mini expander and 16K memory plus software still boxed wanted Spectrum of any kind. Tel: Norwich 410 361

**COLOUR GENIE** for sale or swap. Cost £169.00. Used only a dozen times. Too advanced for me. Tel: Mr Beard, Potlows Bar 591512.

**TANDY TRS 80** level II with monitor selection of vsw. Little used. £100.00. Tel: Melkham 706 365 (eves)

**AQUARIUS COMPUTER** system including mini-expander, 16K Ram cartridge, books, cassettes and all leads. Offers around £100 or swap for Dragon or Spectrum Tel. Hull (0482) 25959.

**AQUARIUS**, 16 colour and sound, 16K Ram pack, cassette lead, mini expander, manual, 3 game cartridges, excellent condition £90.00. Tel: Dundee 739592 (6pm)

**VIDEO GENIE 16K** manuals + leads included + s.w. W. Irving. Tel: (0380 81) 2596

**TANDY COLOUR MICRO II**, with accs + games worth £175. Swap for Spectrum. Any key. Tel: 041 424 0386 (after 4pm).

**TANDY TRS 80**. Four programs, joystick + tape recorder, £150. Tel: Bradford 684402

**TANDY CGP-115** printer with BBC interface, cost over £150. Swap for any BBC disk drive, preferably TEAC, LVL or Gumata. Must be in good condition. Tel: Coventry 614924.

**TANDY CGP-115** printer, with BBC interface. As new. Only used for a couple of program listings. Offers please BBC games, top names, originals. £5 each. Tel: Coventry 614924.

**AQUARIUS** (unexpanded) game. Send £1.75 for Sketch game. B. Dowsett, 9 The Crescent, Market Harborough, Leics.

## ZX81s for sale

**ZX81**. Originals including Starfighter, Pyramid, Artist, Flight Simulation, OS Defender and OS Scramble. All tested and working only £3 each. Also 16K Ram pack p/w only £14. Tel: 01-568 3418

**ZX81 16K**. £80 of s.w. + recorder. Swap for VIC-20 starter or 16.48K spectrum & s.w. or Oric & s.w. Write details to 39 Meadow Street, Houghton-le-Spring, Tyne and Wear DH5 9RE

**ZX81 + 16K RAM**. £15. ZX81 in need of repair. Computer mags. and software for sale write for details. Mrs A. Pollet, 80 Cock Road, Kingswood, Bristol

**ZX81 S/W** (original). More than 20 programs inc. H-Res Invader, Galaxies, Chess, Reversi, Hi-Res Tool Kit, Space Trek, Tool Kit, Invaders, Flight Simulators, £2 each. Tel: 01-679 4310 (eves)

**ZX81 + 16K RAM**. 8 software tapes & books as new. Boxed. Still under guarantee. £40. Tel: Bristol 518527.

**ZX SPECTRUM**, 11 rolls of printer paper £15. The lot at £150 each. Also about £200 of games. £3 per tape or £120 the lot. Tel: Iver 654 396 (eves.)

**48K SPECTRUM** boxed, nice condition, all leads, manuals etc. With £50 worth of good software. £100 R.A. Kidd, 20 Buckfast Close, Ipswich, Suffolk. IP2 9BG

**ZX81 PRINTER** with 5 rolls of paper. interface for VIC 20 or CBM 64 £40.00. Tel: 01 478 7868 after 6pm

**16K ZX81**. Alpha Probe game swap for adventure game for same computer. Tel: 051 334 9696. Mr D.J. Lay

**ZX81 16K** Hi-Res graphics board, 5 games, keyboard £50.00. Tel: 208 108 Noits

**ZX81 S/W** for sale. All original top games. Half price. Please ring 01 337 9194

**ZX81 (1K)** + Full size Maplin keyboard + 16K software tapes. Computer recently overhauled. Complete £35. Phone Upminster 51356.

**ZX81 16K** - s.w. of £100. All leads and manuals. Jon 0625 879064 sell for £49.00

**16K ZX81** and cassette recorder lots of type in programs plus tapes inc Asteroids Centipede vgc £55. Tel: Faversham 535102

**ZX81 16K** manuals + leads lots of s.w., keyboard, lookit inc giving extra function + mags. Boxed as new. £85 ono. Tel: 01 881 0378

**ZX81 BUSINESS** s.w. worth £40. Offers please! Tel: Birmingham 358 4732

**SELL ZX81** software mags. ZXAS, flight simulation, history english, class 4 (Owen), Night Gunner, ZX scramble 1K breakout. Worth over £45. sell for £20 or £2 each. Ring Bristol (0272) 580126, Adrian

## Dragons for sale

**DRAGON 32** 2 Joysticks, 25 tapes, 13 books, £170 ono. Tel: 01 663 0818

**DRAGON 32** boxed two Joysticks, £150 of software, b/w television plus lots of magazines, manual and handbook. Sell lot for £230. Ring 01-680-3901 (evening).

**DRAGON 32** Joysticks, large amount of software £150. Tel: 021 444 5834. Tandy C4P 115 printer, lead, for Dragon and some extras. Tel: 021 444 5834. £100

**DRAGON** Excellent condition, including 10 cassettes 1 cartridge, 1 par of Joysticks, light pen, Programming book mags £330. Bargain at £150.00. Tel: 01 485 6986 Mon-Thurs eves

**DRAGON 32** £100 worth of software extras. Brand new £160. Tel: Wolverhampton 732 679

**DRAGON 32** leads, manuals, joystick, books, 12 DU magazines, games, v.g.c. £160. Tel: (021) 744 8870 (after 6pm)

**DRAGON 32**. Computer & joystick & s.w. £100. Tel: Bristol (0272) 649441

**DRAGON 32**. 8 months old, joystick, magazines & s.w. inc. Chulio Egg, King and Frogger etc. £100 or swap for Spectrum 48K & s.w. if possible. Tel: Mansfield (Notts) 845461

**DRAGON 32** with cassette recorder, joysticks, lots of s.w. £99. Tel: 202 7694 (Hendon). Jason Mansley

**DRAGON 32**, 3 joysticks, lots of mags., 1.300 c., £150, s.w., £165. Tel: Hitching (042) 812 528

**DRAGON 32** & disk unit, disk joystick cartridges, tapes, £300. Tel: Windsor 517550 (eves)

**DRAGON 32**, 5 months old, £135 s.w., 2 joysticks, tape recorder & mags. £266 o.n.o. Tel: 021 556 0635

**DRAGON 32**, boxed, as new, joystick, cartridge, all Dragon users, light pen. Software includes Chulio Egg, Ugh,

Leggit, Danger Ranger, Shuttle, King, Frogger, Crazy Painter and more. £150. Tel: Bolton 681389

**DRAGON ORIC SOFTWARE WANTED**. We will pay excellent royalties for games, adventures, utilities. No obligation. Send cassette to: Oric Software, 54 Prince Street, Rochdale, Lancs. Make money with your game!

**DRAGON 32**. For sale, still boxed as new. All manuals, magazines plus joystick quick sale £140. 4 The Green, Cheadle Hulme, Stockport Tel: 061-485 5868

**BOXED DRAGON 32K** with Microcassette 64K RAM upgrade, includes forth language. Runs cartridge programs on cassette tape. Joysticks, four books, extensive software £200 or nearest offer includes delivery 0978 356840

**DRAGON 32**. Joysticks, dustcover, light pen. £100 of software including Donkey King, Juniors Revenge, Frogger. £130. Buyer collects or sell software separately at half price. Tel: Haywards Heath (0444) 413687

**DRAGON 32** + 1 Joystick + Cassette Recorder. Only 6 months old. Still under guarantee. Loan of cassette software including Frogger, UGM Mined out, The King etc. Lots of magazine software. In superb condition easily worth £350 will sell for £180.00. Telephone Stevenage 352555

**POKES + ROUTINES** for Dragon 32 to make programs unbreakable, unsaveable, unbreakable, unsaveable and a whole lot more. Send cheque PO for £1 to A. J. Wess, 19 Fernwood, Maple Bridge, Stockport, SK6 5BE

**DRAGON 32**. No priced s/w, joysticks, light pen, assorted s.w. + books and manuals, £180 the lot. Tel: 01-808 2082 (Jan)

**DRAGON PROGRAMS** for sale or swap. Tapes by Microdeal, Salamander etc. Write Mavis, 35, Lang Road, Newton Heath, Manchester M10 6NX

**DRAGON 32 TAPES**. Twelve original cassettes for sale, or swap other Dragon software. Titles by Microdeal, Salamander, etc. Phone 061 682 5024 (after 7pm please)

**DRAGON SOFTWARE**, Alcalzar, Frogger, Calculator, Night Flight, Cumbri Goes Ogging. For sale or swap. Half price. Ring Phil, Peterborough 269748

**DRAGON 32** 2 Joysticks 13 tapes (games) 2 cartridges (games) All leads and software in good condition £200.00. Farnham (0232) 283764

**£100 OF S/W** for Dragon 32, Joystick, Books and cartridge. Sell for £50.00. Tel: Wotton 732679

**DRAGON 32**, still boxed under guarantee £30 of s.w. £90.00 (04948) 3342

**DRAGON 32** disc drive, unused. Bought in error £220.00. Tel: 01 840-1271 after 6pm

**DRAGON 32**, tape, Joystick, four Microdeal games, manual as assembly language programming, 3 years membership of a s.w. club. One year subscription to Dragon user £140.00. Crawley (31380) 50m

**DRAGON 32** 9 months old. Good condition £120 of s.w. Joystick inc. Donkey, Android, Stock Control tape. Any realistic offers. 01-748 3231 Colin Newman

## Wanted

**ZX PRINTER WANTED** Swap for Chess, Invaders, Mistle Planetoids, H. Horace, Androids, Cruising Jackpot, Derbyday, T. Tower, Meteors, 30-Ten, Softalk 2 and Sorcerers Castle; or sell £3.00 each. Ring Rochdale 50248 after 6pm.

**WANTED**, ZX Spectrum at reasonable

price of £100 in Merselyde area. Preferably on the Wirral. Phone 051 642-6378.

**SWAP SPECTRUM** educational software for four to eight year olds. Will swap any within age group for Pathfinder, ABC, Lift-off, Alphabet, Hot Dot, Spotter etc. 01-800 6767

**SPECTRUM** swap Level Nine 9, Lords of Time for any other Level Nine 9, Golden Baton for any other mysterious adventure. Phone Coalville 38229 after 4pm Bob

**VIC-20**, person will swap Vic-20 games with others. Telephone G.C.M.O. on (0222) 33586 (evenings/except Wednesday). I am definitely not swapping my software company programs for typed in magazine efforts!

**WANTED**. 16K Ram pack for Commodore VIC 20. Phone Bob Wilson on Swansea (0782) 488063

**GOOD AS NEW** (ie still boxed) Aquarius computer, mini-expander, 16K memory, logo cartridge, manuals, burger time and adventure cartridges plus four games 16K Spectrum wanted with software (still boxed). Tel: 01-904 3661

**SWAP**. Original Spectrum software 2200M games designer, Scrabble, Racing Manager, Jet Set Willy, Countries of the World. Wanted education programs or Kempston conversion tapes. Phone 0225 710119 (after 11)

**SWAP**, Cynus chess, Cookie, Jelpac, Psion Fight, Ant Attack and Knot in 3D for £25, or micro prog. Also for sale, mastering machine code on ZX80, ZX81, £4 or L.J. Sullivan, 20 Stewart Town Avenue, Belfast, Northern Ireland

**WANTED TO SWAP**. Education programs or Kempston conversion tapes for Zoom, Games Designer, Hunter Killer, Scrabble, Jet Set Willy, Racing Manager, Countries of the World. Phone Barnsley 710119 (after 6)

**ORIGINAL SPECTRUM SOFTWARE** for swap. Games Designer, Hunter Killer, Scrabble, Zoom, Racing Manager, Jet Set Willy, Countries of the World. Wanted Kempston conversion tapes or education programs. Phone 0225 710119 (after 6)

**I HAVE CARTRIDGE GAMES**, Munchman and Video Games 1 for T19914A. Worth £25 to swap for the Hobbit or Valhalla for the ZX Spectrum. Tel: Alan (0997) 43367

**SWAP THE QUILL**, boxed. Unwanted gift for H.U.R.G. Phone 01-558 1874 (any time)

**SPECTRUM 48K** with Cambridge joystick, interface and joystick. £70 worth of software including Kong, Alcalzar and Split. Still under guarantee, excellent condition, good bargain for £142. Tel: Bookham 58711 (evenings)

**WANTED**: MK Monitor, 16K Rampack, Super Expander for VIC20. Will pay £15 for each. Write to T.P. Chadwick, St Catherine's College, Oxford.

**SWAP** Valhalla and Ocean's Kong for Quicksort or TAC 2 joystick. Send offers to: 15 Pounds Close, Brushford nr. Dulverton, Somerset TA22 9AL

**SWAP** National 1MHz amateur transmitter SSB CW, 10.2W output digital readout mode, value approx. £130. For best Dragon 32 outfit offered ring Duncan MK 0908 563839

**CBM 64** software to swap. Many titles (all letters answered). Write Andre, Boite Postale No.116, Liepex, Belgium

**CURRAN SPEECH** will swap for the Quill & Documentation and the Ache-mist or will swap with Kempston joystick for a proper Spectrum keyboard. S. Burd, 60 Broadies Oval, Bramley, Leeds 13 W13 2SU

**ZX MICRODRIVE** + interface 1, brand new, unused. £99.00. Tel: 01 995 6282.



**ZX PRINTER** and paper for swap with a quality stereo cassette player with two sets of headphones. Send or write to P. Abley, 37 Saint John's Gardens, Sunningdale, Crowthorne, RG4 1 1SU.

**SPECTRUM SOFTWARE.** To swap or sell. Chequered Flag Firebirds, Royal Birkdale, J.S.W. Manic Miner, Fred, Android 2. Over 150 other titles available. Send SAE to H.D.C.R., 33 Murehead Road, Glasgow, Scotland. (List will be sent)

**ZX81 WANTED.** With leads, telephone Dunblane 824299 evenings/weekends.

**SWAP SPECTRUM** educational originals, ABC Lift-off, Pathfinder, Alphabet and Hot Dot Spotter for similar age group. 01-800 6767 after 7pm or weekends.

**WANTED 48K Spectrum** with recorder and books s/w. Pay £135 cash. Weller, 49 Haylett Gardens, Surbiton Crescent, Kingston, Surrey, KT1 2ER. Must be in immaculate condition. Collected within London area

### For sale

**ORIC 48K** games worth £70, mags and books over £150. MLP 40 colour printer plotter £140 or £290 the lot. Buyer collects. Tel. Wisbech 63516. Evals.

**SHARP MZ-80K 48K Home Computer**, built-in monitor and cassette deck + wp keyboard includes software (languages + games + utilities), manuals and dust cover. £210 o.n.o. Phone, Warrington (0925) 58861 evenings (Peter).

**JET SET Willy**, Alchemist, Hugs, Urban Upstart, Zaxxon, Scope, Omega Run, FP compiler, Birds and the Bees etc for sale. Phone: 061 881 3651 Tony

**SUPER EXPANDER CARTRIDGE** plus Vic Graphics Book for Vic 20, £25 Chess 26, Pools Forecaster, £5. Colonel's House Adventure, £5. Pool, £4. Telephone: 0702 529431

**COMPUTER** (popular make) with Ram 64K, printer and business software in good condition. Please send particulars and price expected to Mr SP, 24 Clarendon Road, Harrow HA1 1BL

**MORRIS** Railway for sale. Ideal for computer control or adding to existing layout 6 + 4 double loop + many soundings and signals. Only £70, absolute bargain! Phone: Chris on Rugby (0788) 852466

**ARCADIA, ASTEROIDS, A.V.T.W.** and lots more top selling titles to swap for other Vic 20 software. Tel: (0228) 28554 after 5 pm

**GOING FOR CHEAP PRICES!** Adventure cartridges Commodore's Voodoo Castle, £7 "The Count", £8 and swap "Adventureland" for "Pirate Cove" or "Mission Impossible" Phone: Now, 0558 822508. Please hurry! (Help)

**SHARP MZ-80A.** Good as new, all original Sharp software, leads, manuals + dust cover — extra professional games worth over £500. Only £299. Tel. Walton-on-Thames 244758

**REGENT 200** with 90 key keyboard, built-in monitor RS232 (19200 Baud) centronics, manual etc. etc. Exchange for Spectrum, CBM 64 or any phone 061-432 4838 evening or weekend

**CBS COLECO** for sale with Donkey Kong and Zaxxon, £80 or exchange CBM 64 cash ads B Levins, 25 Stokesley Walk, Great Lever, Bolton, Lancs BL3 2TD

**FOR SALE.** A crack shot joystick — games for Spectrum Tel: Cranbourne 207 after 4 pm

**48K LYNX** with starter, speech synthesiser, lots of Spectrum s/w to swap. No reasonable offer refused. Tel: 0274 727965 after 6 pm

**HMP DOT MATRIX PRINTER.** Tractor or tractor feed, 60 cps and double width characters. RS 232, ideal for Spectrum

# Diary

Event	Venue	Dates	Admission	Organisers
Micro Trade 84 (Trade only)	Barbican London	July 4-6 10.00am-6.00pm	Free	Montbudd Ltd, 11 Manchester Sq, London W1 01-486 1951
The Graig Microfair	Graig School Pwll Llanelli Dyfed	July 7 11.00am-5.00pm	50p	Graig School Parents Association, c/o 5 Warborough Close Llanelli, Dyfed SA15 3LH
What Micro? Computer Show	Battersea Park London	July 14-15 10.00am-7.00pm	£1.50	VNU Business Publications Evelyn House 82 Oxford Street London W1A 2HG 01-636 6890
Electron and BBC Micro User Show	Alexandra Palace London	July 19-21 10.00am-6.00pm July 22 10.00am-4.00pm	£3.00 adults £2.00 children	Database Publications Evelyn House 68 Chester Road Hazel Grove, Stockport 061-456 8383
Scottish Personal Computer World Show	Assembly Halls George Street Edinburgh	July 26-27 9.30am-8.00pm July 28 9.30am-5.00pm	as yet unfixed	Scottish Industrial and Trade Exhibitions 8a Charlotte Square Edinburgh EH2 4DR 031-225 5488

with Interface 1 £100. Tel. 01-337 1623

**SHARP MZ 711** with data deck. Cost £300, accept £175 or swap for Spectrum 48K with s/w. Tel: 01-708 3269

**ORIC COMPUTER** for sale. Nearly new with software, books and magazines. Unwanted gift, excellent condition. Best offer secured. Tel: (0473) 822284 (evenings)

**CURRAH SPEECH** unit for Spectrum computer. New — unwanted gift. Bargain at £20. Tel: c/o Durham 0388 814717

**TEXAS TI99-4A** extended Basic cartridge for sale £33.00. Genuine reason for sale. Phone Derek Carter, Swindon (0793) 692123 or write 18 Dart Ave, Greenmeadow, Swindon Wilt SN2 3LA with s/w

**THE CHIP** with Archiver Editor software. Brand new. Fits Alan 810 disk drive £80.00. Tel: 0272 811011 after 4.30pm

**BAKER Z80** data entry pad. As new. Retail £69.95 or swap BBC B or other micro, or printer VDU, DOS, other hardware. Various operating software available. Details 0491 874117

**NASCOM 48K** Ram, 64K Rom, contains Pascal, Plot, Zeap, NAS-DIS, Debug, NAS-PEN 6000 Baud digital cassette drive. All documentation £300.00. Tel. Sellwood 0235 21900, ext 5357, office hours only.

**INTELLIVISION** video game system, includes games console, intelligence module and 18 games cartridges complete in boxes. Very good condition. £140. Phone Farnham 2458 evenings

**FOR SALE.** One A.G.F. programmable joystick interface with Quickshot two joystick. Unwanted present. Both under guarantee until December. For quick sale £25 (no offers). Phone Barry on High Wycombe (0494) 20282

## ADVENTURE HELPLINE

Micro: ZX Spectrum  
Adventure: Aruc Adven A — Planet of Death  
Problem: How to operate the computer after coming down the pit.

past the green man, and along the tunnel

Name: Stuart Crawford  
Address: 16 Magheralave Road, Lishburn, C Antrim, N. Ireland  
Micro: 48K ZX Spectrum

Adventure: Knights Quest

Problem: How do I operate the compass in the deserted wastelands and am I on the right trade

Name: Simon Bennett  
Address: 46 North Way, quintrell Downs, Newquay, Cornwall TR84LA

Micro: Commodore 6L  
Adventure: Hobbit

Problem: We can't get any further than the river on a gipsy boring going to the same place and stopping. P.S. Please help

Name: Gareth Lloyd  
Address: 20 Chevin Close, Little Haze Scott Lane, Shrewsbury, Shropshire

Micro: Sinclair ZX Spectrum  
Adventure: Smugglers Cove

Problem: I cannot get past the trench stream, oak door, or waterfall, I have all the objects available but can't find key word.

Name: Mr M F. Marey  
Address: Furze Cottage, Plaston Rd., Kirdford, West Sussex RH14 0LA

Micro: Spectrum (48k)

Adventure: Espionage Island (Adventure D)

Problem: I can't get past the first bit. Where I am in the plane under attack.

Name: George Howard  
Address: 31, Springfield Road, Windsor, Berkshire SL4 3PP  
Micro: ZX Spectrum 48k

Adventure: The Hobbit

Problem: I can't get out of the goblin dungeon

Name: Nicholas Harrison  
Address: 33 Mount Drive, Nantwich, Cheshire

Micro: BBC

Adventure: Quest for the Holy Grail

Problem: I am unable to pass the black, or blue knight also the oak tree, so I am unable to get any further

Name: John Lapham  
Address: 68 Friars Walk, Southgate, London N14 5LN

Micro: C10

Adventure: Pirates Cove

Problem: I, where to find keys 4, how to build a boat to treasure island

Name: Anthony Guy  
Address: 418 Retford Road, Sheffield, S13 9RD

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22 St. Albans Tower, Iris Way, Chingford, London E4 8RG.

## CUP FINAL

You may have seen Commodore's *International Soccer* cartridge in which you get to play a fairly convincing game of football. The program 'ti' the man who was currently under joystick control.

The same thing has been achieved on the Spectrum by



ZA SPECTRUM 40K

Artic Software, although the graphics are obviously not the equal of the Commodore game.

*World Cup Football* allows you to pick your team (from a choice of 40 international sides) and play the world cup final — either against the machine or another player.

There are some nice touches — continuous football type music and cheering fans amongst other things. You can also play out the rounds of the cup and lead up to the final match; the cup itself is presented at the end, of course. Within the limitations of Spectrum graphics, an excellent game.

**Program** *World Cup*  
**Price** £6.95  
**Micro** Spectrum  
**Supplier** Artic Computing  
Main Street  
Brandsburton  
Driffield  
YO25 8RL

## VERB, NOUN

Mosaic's Bookware is a great idea — mixing books and adventure games so that the latter is enhanced by the former, both by clues contained in the book and by a greater sense of provided by the extra detail it

can hold, has to be a good idea.

But I don't think Mosaic have really cracked it yet — the adventures are simply not good enough. The latest release illustrates this well; *The Width of the World* is a neat package consisting of the book of that name and an adventure that is a kind of 'sequel' to the story.

The adventure game is described as 'dramatic' and 'illustrated' — in fact, it is simple verb noun entry with very simple graphics apparently drawn in Basic — people familiar with *Hobbit*, *Valhalla* or even *Knights' Quest* will find it pretty silly.

Maybe it's intended for young kids and is deliberately simple, if so I can only suggest that the kids are unlikely to thank Mosaic. It appears that

nearly all the program is written in Basic as I discovered by judiciously pressing a few keys.

**Program** *The Width of the World*  
**Price** £9.95  
**Micro** Spectrum  
**Supplier** Mosaic Publishing  
187 Upper Street  
London N1 1RQ

## REPRESSIVE

Could this be the beginning of a new age of puritanism, can guilt and misery once more be rearing their repressive heads? God knows. But we're getting lots of programs featuring hell and demons these days. Most recently a program called *Mr Mephisto* from a new company called Euro-Byte.

Plotwise, it's a case of Dante cat your heart out — you are trying to ascend to heaven and as we all know this is fraught with difficulties. These take the form of hoards of devils and other denizens of the underworld that run about pushing you off the escalators, that are your passport to heaven, into the fires of hell — I thought it was supposed to be your moral worth that determined that.

The way out of each level is a ring or other object you must reach at the top of the screen, grasp it and a doorway may open. There are several screens of purgatorial action and a gothic sound track. Not only good fun but undoubtedly full of moral lessons for us all.

**Program** *Mr Mephisto*  
**Price** £6.95



## HIGH ENERGY ORCHIDS



Ultimate has now released *Sabre Wulf*, its follow up to *Atic Atac* — a follow up for more than historical reasons — the game continues in the same vein of mixing arcade and adventures.

However, there is one significant difference between *Sabre Wulf* and all the games that have preceded it from Ultimate — it comes in a special box and costs £9.95. Being an Ultimate game ensures that it's going to be slick and graphically superb, but is it worth the extra money?

Although it comes with a fold out glossy booklet, *Sabre Wulf* features the usual veil of silence over what the hell you're supposed to do in the game beyond the general information that you should collect four pieces of an amulet and find the exit.

A few clues may be deduced from the lengthy 'features' list indicating all the wonderful things the game contains since some of these are 'blue super high energy orchids' and 'white cure orchids' you can guess the orchids are not just there for decoration.

The layout of the game is a leafy, tropical maze over dozens of screens. You move an explorer through the maze, picking up all kinds of useful objects and fighting off, running away from animals which bounce, slither, creep and, in the case of Hippos and Rhinos, charge at you without the slightest provocation. The graphics both for the maze and the animals are excellent.

After playing the game all weekend, I came to the conclusion that the orchids, which I

had been avoiding, are actually helpful to get through bits of maze very quickly without being beset by beasts — I also discovered there is essentially only one route to get anywhere in the maze. My Maximum score was 16%.

*Sabre Wulf* is extremely impressive, possibly even Ultimate's most impressive game. I don't think that it's £4.45 better (the difference between the price of this and of previous games), but then Ultimate could always argue that by the industry standards those games were cheap anyway. Curiously enough, for people into trivial details, it has the worst loader screen of any Ultimate game — let that one slip through the net, eh lads? Oh yes — see how long it takes you to find out how to get extra lives. See you in the Underworld.

**Program** *Sabre Wulf*  
**Price** £9.95  
**Micro** Spectrum  
**Supplier** Ashby Computers & Graphics  
The Green  
Ashby de la Zouch  
Leicestershire  
LE65 5U

# New Releases

**Micro Supplier** Commodore 64  
Euro Byte  
Churchill House  
Orford Road  
Godalming  
Surrey  
GU7 1QY

## QUICK RESPONSE

The idea of Spanish software may sound pretty strange but it could be that if you're a Spectrum owner you'll find yourself buying some pretty soon. A Spanish company called Ventamatic is planning to distri-



bute games for the Spectrum (and other machines) in this country.

For some doubtless highly jingoistic reason this idea did not, at first, fill me with much enthusiasm. In fact, the games are very good, featuring all the current trappings of large sprites, pixel movement, etc.

*Escalador Loco* - which I suppose will get its name changed to *Mad Climber* or something over here - has graphics of almost Ultimate quality and the quick response game to end all quick response games.

You control a man who is climbing up the side of a building - large graphics, the man is about a third of a screen tall. You move him left arm, right arm, feet up, left, right, trying to get him to the top of the building. This is difficult because various angry bearded men (actually they look like Terry Bridges) appear at the windows and drop flower pots on you; additionally, and possibly even more painfully, window shutters occasionally drop

on your hands. The end result of this is you plummet back to the beginning again. It is horribly addictive.

**Program** *Escalador Loco*  
**Price** £5.95  
**Micro** Spectrum  
**Supplier** Various suppliers

## BUDGET

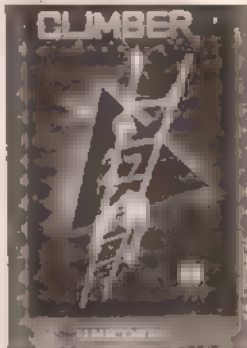
*Account Book* is a personal finance program for the Oric or Atmos machines. It enables you to keep, update and analyse personal financial records - up to 33 accounts can be used at any one time.

Although such programs tend to be much of a muchness, this one does have a few extra features - a budget facility enables you to compare your spending against a planned model (a depressing experience) both as a total and as a percentage.

**Program** *Account Book*  
**Price** £12.50  
**Micro** Oric  
**Supplier** Softbacks  
PO Box 257  
Watford WD1 3Q

## PLASMA BOLTS

In support of those people who still love their ZX81 and won't trade in for another machine no matter what, here is good news in the form of another independent supplier still issuing software for it.



Unicorn Software has just released *Climber* - an arcade game requiring 16K. Basically, what you do is climb, avoiding guardian droids and plasma

bolts whilst collecting power bats.

The game has some nice touches like a key redefine that lets you save your new choice of keys and an option to radically change the speed and difficulty of the game.

**Program** *Climber*  
**Price** £3.95  
**Micro** ZX81 (16K)  
**Supplier** Unicorn Micro Systems  
312 Charninier Road  
Bournemouth  
BH9 9RT

## LINE GRAPHICS

Another version of the classic *Battlezone* game for the Spectrum. This time from Realtime Software whose *3D Tank Duel* is one of the best variants I've seen.

The simple idea of the game is to move your tank around a bleak landscape shooting enemy tanks and occasional UFOs; obviously the enemy tanks are going to shoot back.

What makes the game special is the way line graphics - this gives a real sense of perspective and depth - you can sneak up behind an enemy tank or hide behind an object. Mainly you blast away, but as you get more skillful so tactics play a more and more important part in the game. If you want a version of *Battlezone* for the Spectrum, at the moment this looks like the one to buy.

**Program** *Tank Duel*  
**Price** £5.50  
**Micro** Spectrum  
**Supplier** Realtime Software  
Prospect House  
32 Sovereign Street  
Leeds LS1 4BJ

## COLOUR CODE

Finsbury Computers are a new company (to me anyway) doing software for a range of computers. *Astrocode* for the Spectrum is, in fact, a disguised version of *Mastermind*.

The disguise takes the form of a little scenario which explains that what you are really doing is seeking the four colour

coded pieces to complete a damaged circuit which will enable you to complete your repairs and fly your spaceship away from a meteor storm.

Beyond that, there is little to say except that if you don't have a version of *Mastermind* it's quite a good one.

**Program** *Astrocode*  
**Price** £4.99  
**Micro** Spectrum  
**Supplier** Finsbury Computers  
25/27 Stroud Green  
London N4 3EF

## MUSIC BUFFS

*Pop Quiz* is a computer game based on Stuart Henry's well known program on Radio Luxembourg in which you have



to answer pop questions and try to guess the notes of a mystery tune.

Obviously, there are no great programming feats in this one - the only real effort involved must have been compiling (and typing in) the hundreds of questions available. Still, it is good fun for pop music buffs and a section of the profits go to fight Multiple Sclerosis.

**Program** *Pop Quiz*  
**Price** £5.75  
**Micro** Spectrum  
**Supplier** Bellflower Software  
6 Rosewood Avenue  
Greenford  
Middlesex

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.



## Vic 20

- 1 (1) Duck Shoot (Master Tronics)
  - 2 (3) Tank Commander (Thom EMI)
  - 3 (10) Tower of Evil (Thom EMI)
  - 4 (-) Snooker (Visions)
  - 5 (5) Computer War (Thom EMI)
  - 6 (4) Chariot Race (Micro Andics)
  - 7 (-) Vegas Jackpot (Master Tronics)
  - 8 (-) Phantom Attack (Master Tronics)
  - 9 (-) Sub Hunt (Gestic)
  - 10 (-) Games Designer (Gestic)
- (Figures compiled by Boots/Websters)

## ZX81

- 1 (9) Alien Rain (CRL)
  - 2 (2) Krypton Ordeal (Novus)
  - 3 (4) Planet Rudder (Novus)
  - 4 (3) Walk the Plank (Novus)
  - 5 (7) Black Crystal (Carnell)
  - 6 (8) Flight Simulation (Psion)
  - 7 (-) Mothership (Psion)
  - 8 (-) Reversi (Psion)
  - 9 (-) Sabotage (Psion)
  - 10 (-) City Patrol (Psion)
- (Figures compiled by Boots/Websters)

## BBC

- 1 (-) Chuckie Egg (A+F)
  - 2 (1) Bagger (Alligate)
  - 3 (4) Fortress (Pace)
  - 4 (-) Q Man (M R M)
  - 5 (9) Twin Kingdom Valley (Bug Byte)
  - 6 (-) Demobusters (Alligate)
  - 7 (-) Eagles Wing (Invision)
  - 8 (19) 1984 (Invision)
  - 9 (-) Legion (Software Projects)
  - 10 (2) Aviator (Acornsoft)
- \*All model B  
(Figures compiled by Micro Management)  
0473 59181

## Dragon 32

- 1 (-) Buzzard Ball (Microdeal)
  - 2 (2) Cuthbert in Space (Microdeal)
  - 3 (-) Dragon Chests (Qess Software)
  - 4 (5) Hungry Horace (Melbourne House)
  - 5 (-) Bug Diver (Master Tronics)
  - 6 (4) Eightball (Microdeal)
  - 7 (-) Sprite Magic (Knight)
  - 8 (-) Dungeon Raid (Microdeal)
  - 9 (6) Strambles (Microdeal)
  - 10 (-) Mr Dig (Microdeal)
- (Figures compiled by Boots/Websters)

## Books

- 1 (4) Commodore 64 Programmer's Reference Guide, Commodore (Pitman)
  - 2 (3) 60 Programs for Commodore 64, Erlson et al (Pitman)
  - 3 (6) Guide to playing the Hobbit, Elgar (Melbourne House)
  - 4 (5) Step by Step Programming Spectrum Book 1, Graham (Dorling Kindersley)
  - 5 (9) Easy Programs for Commodore 64, Stewart and Jones (Shiva)
  - 6 (-) Creepy Computer Games, Erlson et al (Usborne)
  - 7 (2) Step by Step Programming Spectrum Book 2, Graham (Dorling Kindersley)
  - 8 (1) Sincilar Q, Companion, Alan (Pitman)
  - 9 (7) Spectrum Sound and Graphics, Money (Granada)
  - 10 (-) 40 Educational Games for Commodore 64, Apple (Granada)
- (Figures compiled by Boots/Websters)

## Atari

- 1 (-) Incredible Hulk (Adventure International)
  - 2 (1) Solo Flight (English)
  - 3 (7) Airstrike 2 (English)
  - 4 (6) Siney (Costa)
  - 5 (2) Rally Speedway (Adventure International)
  - 6 (-) Jetboat Jack (English)
  - 7 (-) Zaxxon (Datasoft)
  - 8 (8) Captain Slick's Gold (English)
  - 9 (3) Warlock (Calsoft)
  - 10 (-) Flak (Funsoft)
- \*48K Disc 132K Cassette \*Cartridge  
(Figures compiled by Calsoft Computers)  
021 632 6458

## Spectrum

- 1 (1) Jet Set Willy (Software Projects)
  - 2 (6) Trashman (New Generation)
  - 3 (-) Paytron (Beyond)
  - 4 (7) Chequerboard Flag (Psion)
  - 5 (-) Jack and the Beanstalk (Thom)
  - 6 (2) Zaxxon (Starzone)
  - 7 (-) Zig Zag (DK Tronics)
  - 8 (4) Blue Thunder (Foundry Systems)
  - 9 (-) Fighter Pilot (Digital Integration)
  - 10 (-) Scramble (Psion)
- \*All 48K  
(Figures by WH Smith and Son, London)

## Commodore 64

- 1 (2) BMX Racers (Master Tronics)
  - 2 (5) Space Walk (Master Tronics)
  - 3 (1) Magic Miner (Software Projects)
  - 4 (-) Beach Head (Centros)
  - 5 (-) Scooper (Visions)
  - 6 (3) Back Hawk (Thom EMI)
  - 7 (-) Colossal Chess (CDS)
  - 8 (4) Space Pilot (Anirag)
  - 9 (-) Chuckie Egg (A & F)
  - 10 (-) Revolution (Softlab)
- Solo Flight (Centros)  
(Figures compiled by Boots/Websters)

## PSEUDO ARRAYS

Graphic Adventures for the Spectrum 48K is a book consisting almost entirely of listings. More than that, since this is graphic adventures we're talking about it's a book consisting almost entirely of vast listings.

That being said, I think these look like programs that might produce games which are worth playing, many of them have machine code subroutines to speed up the response times and the length suggests that they won't be too easy to solve.

In all there are seven complete programs with names like *Nightmare Park* and *3D Maze*; supposedly each one illustrates a different programming technique like pseudo arrays or memory saving — anyway, if you like adventure listings this will do fine.

**Book Price** *Graphic Adventures for Spectrum 48K* £5.95

**Micro Supplier** Spectrum MP Micropress  
Castle House  
27 London Road  
Tunbridge Wells  
Kent TN1 1BX

## DISC FILING

Getting More from your BBC and Electron Computers is one of those books you read right after the 'simple basic on' but before the 'introduction to machine code on'. It's a nebulous area for books and they can vary widely between the diabolical and the very good. Fortunately, this belongs in the latter camp.

The book is packed with detailed information about everything from multiscreen graphics to disc filing and databases. The book is also liberally scattered with useful programs and exercises.

**Book Price** *Getting More from your BBC and Electron Computers* £6.95

**Micro Supplier** BBC Electron Sigma Technical Press  
5 Alton Road  
Wilmslow  
Cheshire  
SK9 5DY

# This Week

Program	Type	Micro	Price	Supplier	Getacraher	S	Spectrum	£5.95	Quicksilver
Drum Kit	Ut	BBC B	£9.95	Quicksilver	Modor 80	Ut	Spectrum	£8.95	Seven Stars
Gulp	Arc	BBC B	£9.95	Peaksoft	Sherwood Forest	Ad	Spectrum	£4.50	Delta 4
Ossie	Arc	BBC B	£5.95	Peaksoft	Star Searcher	Ad	Spectrum	£1.99	Scorpio
3D Tunnel	Arc	Commodore 64	£7.95	New Generation	The Code Book Caper	Ad	Spectrum	£1.99	Scorpio
Count with Oliver	Ed	Commodore 64	£7.95	Mirrorsoft	The Hulk	Ad	Spectrum	£9.95	Adventure International
Cyberton Mision	Arc	Commodore 64	£9.95	Micro Power	Tornado Low Level	Arc	Spectrum	£5.95	Vortex
Escape	Arc	Commodore 64	£7.95	New Generation	War of the Worlds	Ad	Spectrum	£7.95	CRL
Felix In the Factory	Arc	Commodore 64	£8.95	Micro Power	3D Defenda	Arc	ZX81	£2.05	James Paton
Figaro 64	Ut	Commodore 64	£75.00	Saxon	Caveman Panic	Arc	ZX81	£3.95	James Paton
Ghouls	Arc	Commodore 64	£6.95	Micro Power	Flower Power	Arc	ZX81	£2.50	James Paton
Harrier Attack	Arc	Commodore 64	£6.95	Durell	Pengi	Arc	ZX81	£2.50	James Paton
Jungle Trouble	Arc	Commodore 64	£6.95	Durell	Strike Force	Arc	ZX81	£2.50	James Paton
Look Sharp	Ed	Commodore 64	£7.95	Mirrorsoft	Turbo Bar	Arc	ZX81	£2.50	James Paton
Swoop	Arc	Commodore 64	£6.95	Micro Power					
Tales of the Arabian	Arc	Commodore 64	£7.00	Interceptor					
Trashman	Arc	Commodore 64	£7.95	New Generation					
Valhalla 64	Ad	Commodore 64	£14.95	Legend					
Electron Art	Ut	Electron	£14.95	Quicksilver					
Getacraher	S	Electron	£6.95	Quicksilver					
Mined Out	S	Oric	£6.95	Quicksilver					
Venor's Lair	Ad	Oric	£6.95	Quicksilver					
Beaky and the Egg									
Snatches	Arc	Spectrum	£6.50	Fantasy					
Dertz	Arc	Spectrum	£5.00	Automata					
Dragonstar Trilogy	Ad	Spectrum	£4.95	Delta 4					
Milafits	Arc	Spectrum	£5.95	Eclipse					

Key: Ad — adventure/Arc — arcade/Ed — education/  
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.





## A fab review

Having written a few books, and having had some of them reviewed, I am interested in how reviews are carried out.

As a reader of book reviews, I have noticed an increasing tendency to perform "front and back" (fab) reviews. Fab reviews are those reviews which are obviously written on the basis of the (so called) reviewer reading the front pages, the back pages, and possibly the odd bit in between.

Exactly the same procedure may be followed with software — one quick look at the title screen and on to the next.

The pressures on reviewers to perform fab reviews are great. In many circumstances it seems that the quality of the review does not count, for what is really important is the need to fill space in the magazine, and/or to produce the review in as little time as possible.

In general, there are two main styles of reviewer: the first type merely gives the reader an indication of what the author and publisher consider is in the book, while the second type attempts to give a considered evaluation of the worth of a book. We can term the first style the "outline" review and the second style as the "critical" review.

In *Popular Computing Weekly*, for example, the New Releases and book reviews are unattributed (that is, the reader does not know who wrote the review). Such use of anonymous reviews is perfectly acceptable for outline reviews, but once an outline review becomes a critical review the reviewer should be named.

I read a critical review of a piece of software in a book, and I do not know who wrote the review, how can I ever build up a picture of the

reviewer. One is always trying to find a reviewer with whom one consistently agrees.

Having had a go at *Popular Computing Weekly* for its unattributed reviews, it is only fair to examine other computer magazines which fair no better.

Fab reviews are usually very light on the actual content of any book being reviewed and large on irrelevant comment, with the addition of the odd quote to add a touch of respectability.

With a fab review, the first thing to remember as a reviewer is that you talk in generalities as much as possible, with particular emphasis on life, the universe, and everything. Taking a random sample:

**Review 1:** "However, perplexed by the quantity of \*\*\*\*\* books winging into the office..."

**Review 2:** "Hardly a week goes by without another great book from \*\*\*\*\* whacking onto the doormat..."

A useful fab play is to accuse the book of being a "formula" book, which is an interesting accusation seeing that the whole concept of a fab review involves writing to a formula.

**Review 3:** "...we compared the chapter headings with another in the series..."

**Review 3:** "[this book] follows \*\*\*\*\*'s traditional format by having plenty of listings for you to hack in..."

And it's not just books. Magazine software reviews are often just as shallow.

Without wishing to be unkind, anybody could have written that review in five to ten minutes, not having seen the book before. Look at some reviews for yourself and work out to what extent they are fab.

The point that I am trying to make from all this is that any reviewer is being asked to put an opinion into print where others will invest it with some significance.

And as such the reviewer has a responsibility to both the readers and the company whose product is under scrutiny to take the time to do the thing justice.

People are obviously going to be influenced by any comments — favourable or not. Otherwise what is the point of the whole exercise?

An uncaring review can be very damaging to the reputation of a company whose product has been too lightly considered.

Boris Allan

## Your starter for .

### Puzzle No 112

Arlene, Darlene and Marlene was this week's contestants in the general knowledge quiz show. Each contestant was asked 20 questions and at the end of the programme the scoreboard showed the amount that each had won.

Arlene ..... £486  
Darlene ..... £481  
Marlene ..... £202

At the beginning of the program they were each given a balance of £100. Thereafter every easy question that they answered correctly won them £24, and every difficult question won £30. But, if they got an answer wrong, £15 was deducted.

From the final scores can you say how many of each type of question were answered correctly, and how many wrong answers each competitor gave?

### Solution to Puzzle 107

The problem involves finding hexadecimal numbers that consist of the same digits — though differently arranged — as their decimal equivalents. As a fair proportion of 'hex' numbers contain letters, which need not be considered, the program takes those hex numbers which consist only of digits and converts them to their decimal counterparts. The results are then compared to determine if the same digits are present.

```
10 LET H = 10:20 LET HS = STRS H:30 LET D = 0:40
LET POWER = LEN (HS) - 1:50 FOR F = 1 TO LEN (HS)
60 LET D = D + ((VAL (MIDS (HS,F,1)) + 16
POWER)) :70 POWER = POWER - 1:80 NEXT F:90
LET DS = STRS (D):100 IF LEN (HS) <> LEN (DS)
GOTO 220:110 LET PD = 1:120 LET SD = 0:130 LET
PH = 1:140 LET SH = 0:150 FOR Q = 1 TO LEN (DS)
160 LET PD = PD * VAL (MIDS (DS,Q,1)):170 LET SD =
SD + VAL (MIDS (DS,Q,1)):180 LET PH = PH * VAL
(MIDS (HS,Q,1)):190 LET SH = SH + VAL
(MIDS (HS,Q,1)):200 NEXT Q:210 IF PD = PH AND SD
= SH THEN PRINT DS,HS:220 LET H = H + 1:230
GOTO 20
```

This reveals — apart from the single digit numbers 1 to 9 — two other possible sets of figures: 371 decimal which is equivalent to 173 hex and 913 decimal which is equivalent to 391 hex.

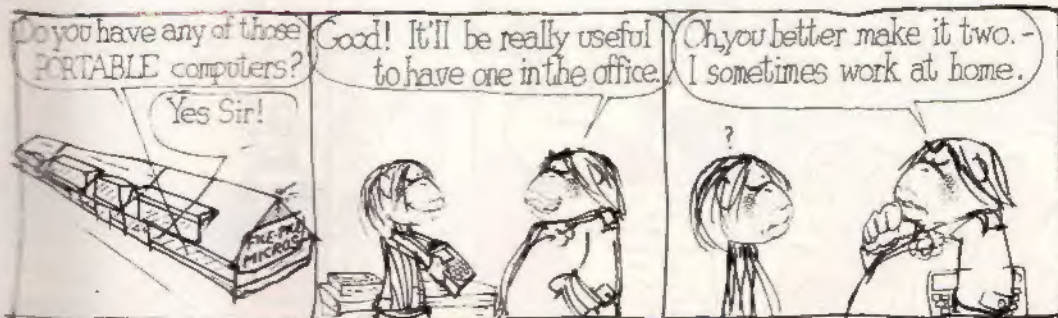
### Winner of Puzzle No 107

The winner is D J A Carr, Satterfield Road, Margate, Kent, who receives £10.

### Rules

If the puzzle can be sensibly solved using a computer then the winner will have included a listing of the program used to find the correct answer. The closing date for entries to Puzzle No 112 is July 8.

## The Hackers





... but seriously,

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